## 60 mm mortars By Clyde Barrow

Part 1

The following is part one of a series on building a 60mm mortar patterned after the type used by the U.S.in WWII. This same design with minor alterations, is still in production and standard issue in most NATO countries. The complete setup weighs about 40 pounds and breaks down into three sections; baseplate, bipod and barrel. This allows for quick setup/takedown and easy transport. The mortar bombs, either high explosive or smoke type, weigh just under 3 lbs. each. The 60mm mortar is the cheapest and simplest method available for a two or three man squad to inflict artillery level damage to fixed targets at ranges of 300 yards to 4 mile or more. Although the design specs presented can be altered for use in producing an 81mm mortar, the increased weight required limits the larger unit to use as a vehicle mounted weapon. For reasons of mobility, we will concentrate on the 60mm unit.



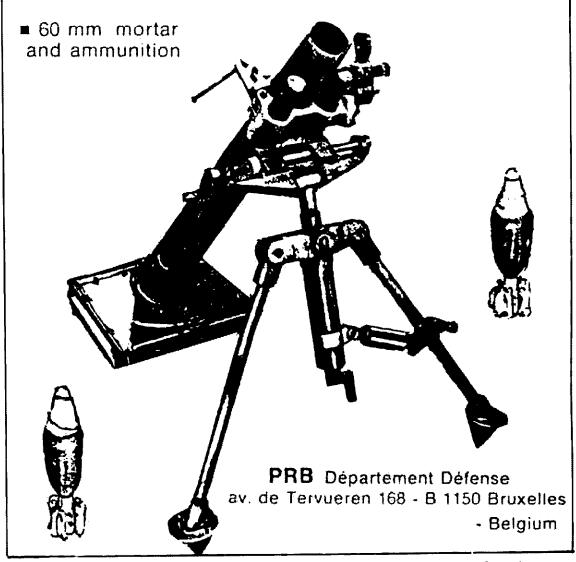
Once Fired **60MM Inert Mortar Rounds** 

Practice Bombs

60mm practice rounds are available from S and R Company, RD 2 Box 71, Arkport, NY 14807. Price is\$6.00 each plus shipping charges (3 lbs.each). Practice rounds were identical to live ammo except that they carried a small smoke charge instead of an explosive. They were used for target practice only.

The examples from S and R have been "demilled" by unscrewing the nosepiece and drilling a 7/16" diameter hole through the fuse assembly. The nose pieces are included although impact has smashed the plunger into a permanently "fired" position. These rounds look as if they have been in storage on the ocean floor since WWII. They are heavily caked in rust, although they don't look too bad after a good bath in naval jelly (rust remover). The fuse bodies and brass primer units are firmly corroded in place. These rounds are not as hopeless as

they sound. The bodies and tail sections are in good shape and one would be hard pressed to copy them for the price of \$6. The fuse and base assemblies could be either drilled and threaded to accept repair sections or drilled and chiseled out entirely, to be replaced with new units. Even if you intend to produce all of your own rounds from scratch, I suggest you obtain a couple of these practice bombs for reference. I doubt if they will be available for long, and they are the only examples I've seen for sale at less than collector's prices of \$20 or more.



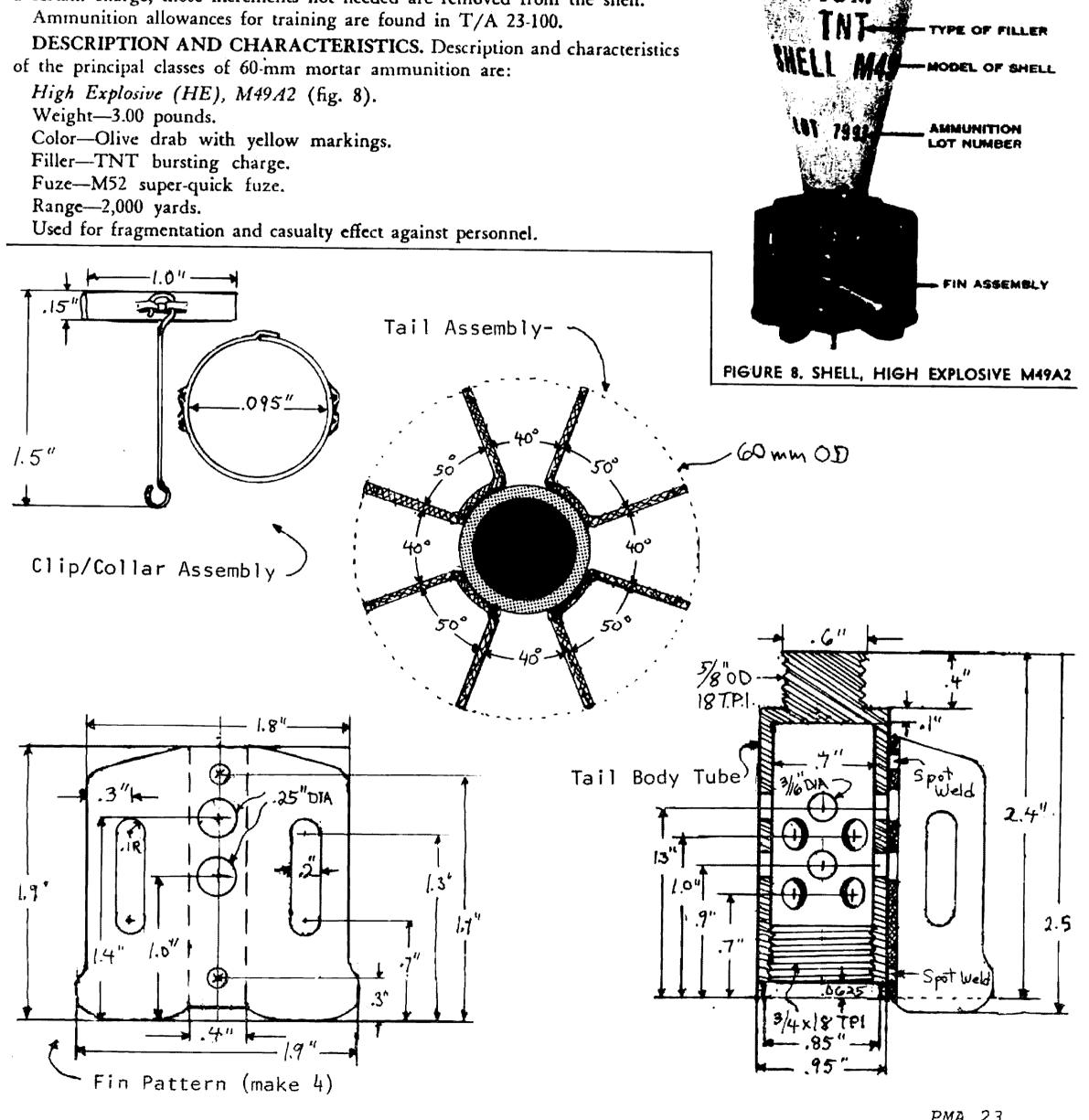
The 60mm mortar round consists of three main sections. 1) An aluminum plunger housplunger and firing pin that screws into the main fuse body, also of aluminum. 2) A forged steel body threaded at the front to accept the plunger/fuse assembly and at the rear for attachment of the tail assembly. 3) A tail assembly consisting of a machined tube, closed and threaded at the front to fit the body, and threaded at the rear for the brass primer unit. The tube is hollow and carries the launching charge. The bomb is stabilized in flight by four sets of stamped steel fins that are spot welded to the outside of the tube. A stamped steel ring with spring clips is fitted around the front of the tail. These clips are intended to hold secondary sheets or bags of propellant for increasing the range of the round.

The following dimensions will allow you to copy all components of the 60mm bomb design.

GENERAL. The 60-mm mortar fires complete, semifixed rounds of ammunition. The rounds are "complete" since each round comes packed in an individual container, complete with its fuze and propellent charge. The rounds are "semifixed" since part of the propellent charge may be removed to vary the range.

All rounds are provided with stabilizing fins which make the round stable in flight and cause it to strike fuze end first, even though it is fired from a smooth-bore weapon.

Each round (except the training projectile) has a propelling charge consisting of an ignition cartridge in the base of the fin assembly and four propellent increments (bundles of sheet powder) which are fitted between the blades of the fin. Each increment is called a *charge*. To prepare a round for firing with a certain charge, those increments not needed are removed from the shell.



M52 FUZE. General. This standard fuze, (fig. 12), a super-quick type, is identified by PDF (point detonating fuze) M52 stamped on the body. This fuze is designed to function before any penetration occurs, permitting the maximum surface effect of fragmentation of the shell. For use in the field, it is issued assembled to the shell as a part of the complete round. To prepare for firing it is only necessary to remove the safety wire.

Safety features. This fuze is classified as bore-safe. It is equipped with safety devices that keep the bursting charge from exploding while the shell is in the barrel—even should the primer or detonator malfunction.

A safety wire passes through the body of the fuze and the set-back pin, thereby locking all movable parts in their original safe position. Pull the safety wire just before firing (fig. 12). If a round is fired without pulling the safety wire, it may or may not explode upon impact. The safety wire is designed to lock the set-back pin in place only during normal handling of the round before firing.

The set-back pin, held in place by the safety wire, in turn locks the safety pin in position. The set-back pin is supported by a spring and is positioned in a recess of the safety pin. Until the set-back pin moves out of this recess the safety pin is locked in the body of the fuze.

The safety pin, held in place by the set-back pin, is the main locking device of the fuze. It holds the slider (which contains the primer and detonator) in its retracted position and prevents premature alinement of the various elements of the powder train.

Functioning. The fuze is not armed until the primer and slider detonator are alined with the firing pin and booster lead. The first step in the arming of the fuze is the removal of the safety wire just before firing. The shell, when inserted in the barrel, slides down until the primer of the ignition cartridge strikes the firing pin of the mortar. The combined forces of the shell striking the breech of the mortar and the blow delivered to the shell by the propelling charge gases cause the inertia of the set-back pin to overcome the resistance of the set-back pin spring. This permits the set-back pin to move toward the base of the fuze (fig. 12). This movement withdraws the shank of the setback pin from the recess of the safety pin. The safety pin, now being released by the set-back pin, is thrown outward by the action of the safety pin spring, but is prevented from leaving the fuze by striking and bearing against the bore of the mortar. At this time, the safety pin has not moved far enough to disengage the slider, and the slider remains locked in its unarmed position.

When the shell leaves the muzzle and the safety pin no longer rides against the bore, the pin and spring fly out of the fuze, thereby releasing the slider. Under the action of the slider spring, the slider is forced to the opposite end of its chamber. The slider locking pin, pressed upward by its spring and guided by a groove in the lower surface of the slider, is lined up with a recess in the slider. The spring forces it into the recess, locking the slider in position and completing the alinement of the powder train. At this time, the fuze is completely armed.

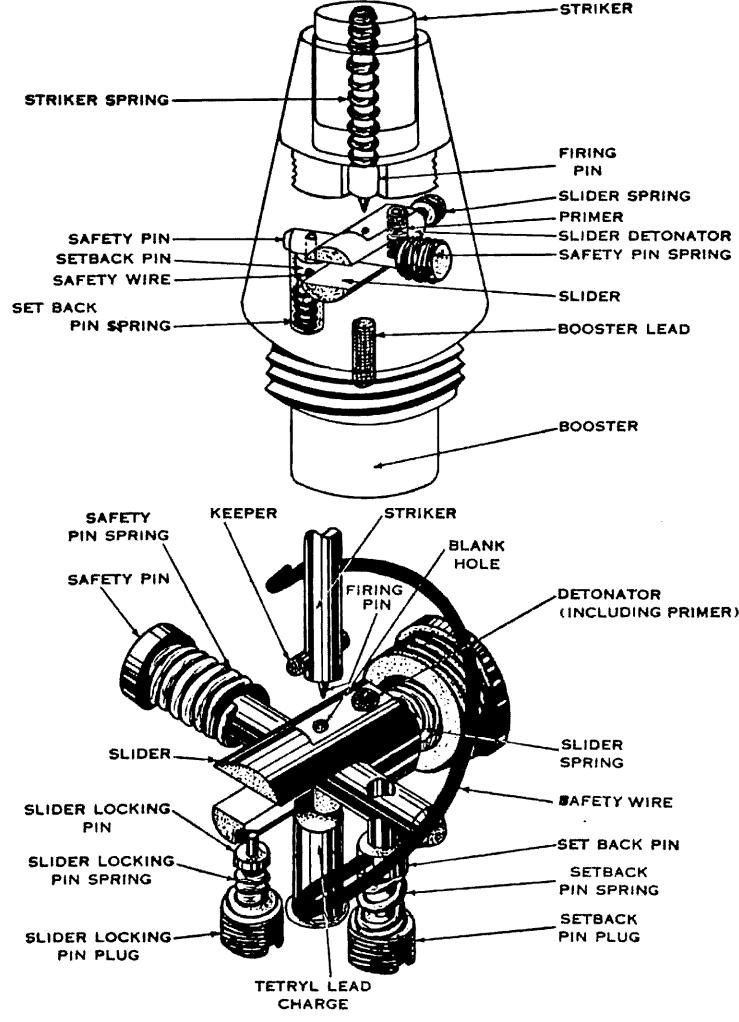
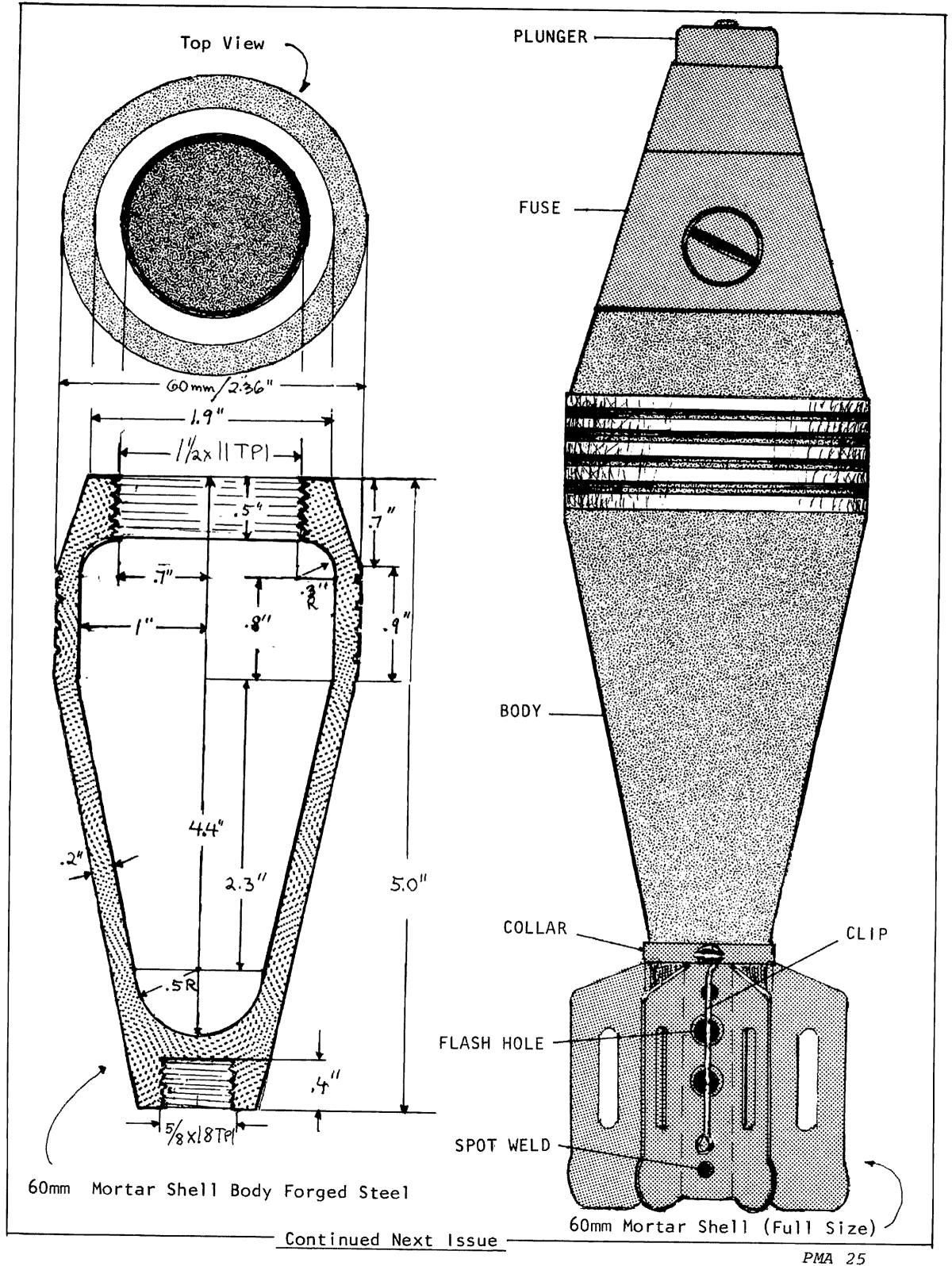


FIGURE 12. WORKING PARTS OF M52 FUZE

When the shell hits the ground, the striker is compressed and drives the firing pin into the primer of the slider detonator. The flash from the primer ignites the detonator, which in turn explodes the booster lead and the booster. The explosion of the booster detonates the TNT filler in the body of the shell.



# 60mm Mortar part 2 BY CLYDE BARROW

NOTE: Please make the following corrections on pp.23 and 25 of Vol.2/Issue 1

PP. 23- Clip collar assembly ID is .95" (not .095").

- The third row of vent holes in the tail body tube is 1.1" from the base (not 1.0").

PP. 25 - Diameter of shell mouth is 1.4"ID

- Inside threads on the mouth of the shell are 1%"x12 threads per inch (not 1%x11 TPI).
- Body OD at the base is .95" (not shown).
- Inside radius of the Bourrelet section is .9" (not 1.0"). Wall thickness in this section should be held to .23" min./.28" max.

The info presented in part one of this article (Vol II, No.1) was based on measurements taken from a 60 mm practice round. I have since obtained copies of government machinist drawings for the 60 mm round. This material was de-classified after WW II, so PMA is free to reprint it. The set of copies was both incomplete and illegible in several spots. I've drawn

the missing pieces with estimated dimensions. Included are several notes to clarify unreadable items.

Readers familiar with working from blueprints should have no trouble. If your needs are for a more simplified set of dimensions, the chart on page seven of issue one can be used. Round off the four place decimal numbers to simple fractions.

Example: The plans specify the fuze body length as 1.77"-.02" long. The engineer has allowed the finished length to vary from 1.77" (max) to 1.75" (min). You may find it appropriate to simply list the finished length as 1.75" or even 1-3/4."

I've devoted a great deal of space to this material because the information can be applied to a variety of other weapons projects.

Example: Compare the specs for the rough shell castings and forging (pg.58) with the dimensions of the finished shell (pg.59). Note that the dimensions for the shell interior must be correct after casting or forging, as no further machine work is done inside the shell. On the other hand, all exterior surfaces are cast or forged oversized to allow for final shaping on a lathe. The relationsip of the rough and finished measurements can be used as a guideline when designing molds, cores and forging tools for similar projects.

## Notes on Filler and Booster Charge:

TNT (Trinitrotoluene) is produced from toluene, sulfuric acid, and nitric acid. It is a powerful high explosive with a velocity of detonation of about 21,000 feet per second. It is well suited for steel cutting, concrete breaching, and general demolition.

TNT is relatively insensitive to shock. It will not detonate on the strike of a single rifle bullet, but may do so under sustained machinegun or rifle fire. TNT may vary in color from a pale yellow to an orange. Its color is influenced by time and by the purity of the explosive. TNT is crystalline and is issued in pressed form. It can be steam melted. It burns at 266° F. Small quantities (up to 1 pound) of it may be burned in open areas without fear of detonation.

TNT is toxic; TNT dust should not be inhaled in quantity or allowed to contact the skin excessively. The gases produced by an explosion of TNT are poisonous. Tetryl

Tetryl (trinitrophenylmethylnitramine) is a fine, yellow crystalline which is more powerful than TNT. Pure tetryl is too shocksensitive to be used as a demolition explosive; however, when small quantities are compressed into pellet form it is perfectly safe. Tetryl booster pellets are commonly used in bursting projectiles to assure the detonation of a less sensitive filler explosive. Tetryl is also compounded with TNT to form the demolition explosive tetryol.

Tetryl is practically nonhygroscopic and is insoluable. Tetryl will detonate if exposed to a temperature of 500° F.

### SHELL BODIES - STEEL GRADES

Type A-Forging-WD 55-1 carbon 0.18-.028% Type B-Rolled Plate - WD 1020 Steel

Type D-Casting-Cast Steel

Type F-Stamped and Drawn Plate Type G-Stamping-WD 1010 Steel

AA - Casting <u>Shell Bodies</u>

Most small shops will not be able to produce steel castings, and will have to use gray iron, brass or an aluminum alloy. Iron is prefered, but most home foundries are set to pour brass and aluminum only. One furnace capable of melting iron is featured on pg.73 of this issue. Use of alternate shell body materials will require slight adjustments in dimensions to maintain proper weight, shell capacity and wall strength.

BB - Forging Shell Bodies

The above furnace (pg.73)will also be sufficient to allow hot forging. Refer to Vol II, No.1 for info on shell forging in the small shop. The 60mm shell is similar to the 81 mm shell shown.

CC - Dieforming Shell Bodies

The info for dieforming shell bodies was not included in set of drawings. In general, body halves are pressed from flat pieces of sheet steel. The completed halves are joined by welding as outlined on page 59. As with the other types of shell production, all interior dimensions should be correct after pressing. After welding the outside is machined to the specs on page 59.

DD - Shell Body OD - <u>CRITICAL</u>

The mortar barrel is constructed from 2.75 OD-2.375 ID steel seamless mechanical tubing. Manufacturing tolerances require tubing ID to be honed to .005"/.010" oversized (2.380"+.005"). It is therefore critical that finished shell bodies (including painting and marking) are able to slip through a 2.364" max ID ring gage. Max OD of completed tail assembly is 2.375"-.005".

EE - Thread Cutting

The following sizes of taps and dies are needed to complete the 60mm mortar round. Items marked NF (National Fine) are available from most auto supply or hardware stores. Those marked NS (non-standard) are special sizes that must be obtained from tool suppliers like B-Square Co. (see Vol II, No.1, pg. 13) or Field Tool Supply Co., 2350 N.Seeley Ave., Chicago, ILLINOIS 60647.

If you are limited to the use of standard NF taps and dies, convert the NS sizes to their NF equivilant as shown in the chart.

Standard	Taps/Di	es:	
$1-1/2 \times 12$	NF -ava	ilable	locally
$ 5/16  \times 24$	NF -	11	#1
1/4 x28	NF -		
Special 7	Tap/Dies	•	
1-1/8x20	(NS) or	use 1	-1/8x12 NF
9/16 x24 3/4 x18	(NS) "	" 9,	/16 x18 NF
3/4 X18	(N2)	3,	/4 x16 NF

In lieu of taps/dies, all thread cutting, (except in the three small holes in the fuze body) can be done on a thread cutting lathe.

FF - Machining

Almost all remaining machine work, including all small parts, can be done on a metal cutting lathe. All holes can be drilled with a drill press. A rotary indexing table for the drill press is not essential, but it simplifies locating the various holes in the fuze body in proper relation to each other. (90° and 40° from reference lines).

The only flat machining required is slotting and milling a flat on the slider assembly. This can also be done w/a file or hand grinder or by clamping the piece in a horizontal feed unit on a drill press. The work is fed into a grinding stone mounted in the drill's chuck.

Note that various parts can be made from aluminum, zinc, brass or steel, depending upon availability.

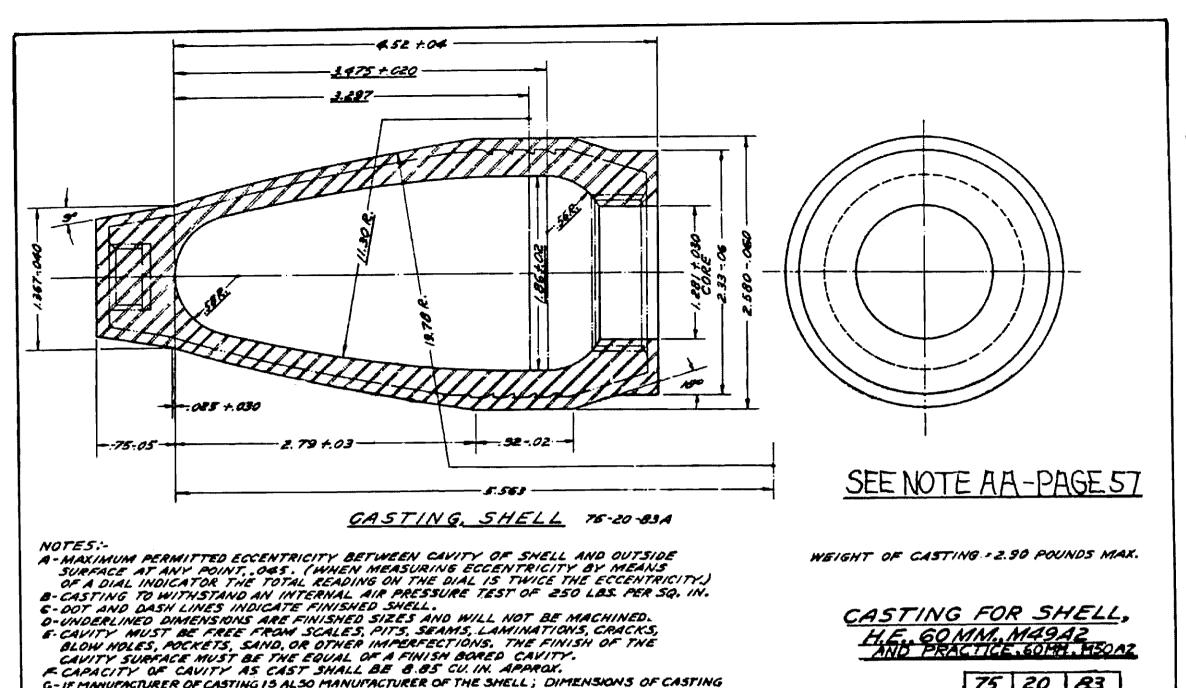
Spring making is a complex process. Appropriate springs should be obtained readymade to insure reliability.

GG - Die Forming/Die Casting

Punch and die info for stamping out and forming the striker and booster cup will be covered in Vol II, No.3 & 4. These parts can also be machined from solid stock or from tube and flat stock as shown.

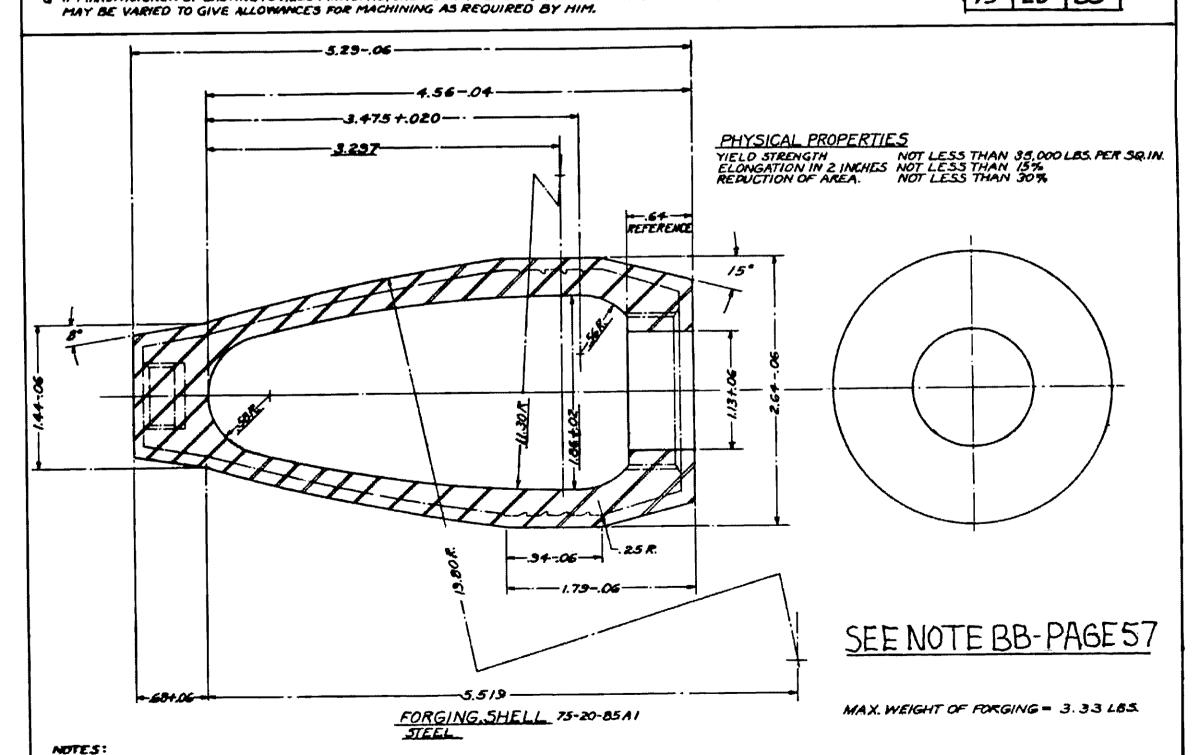
PLAT MINISTER WELD OR SILVER TUGE ! SECTION

Production of die casting molds for the fuze body and head assemblies are beyond the scope of the small shop. These pieces can be produced as oversized sand castings machined to finished size.



G-IF MANUFACTURER OF CASTING IS ALSO MANUFACTURER OF THE SHELL; DIMENSIONS OF CASTING

75 20 83



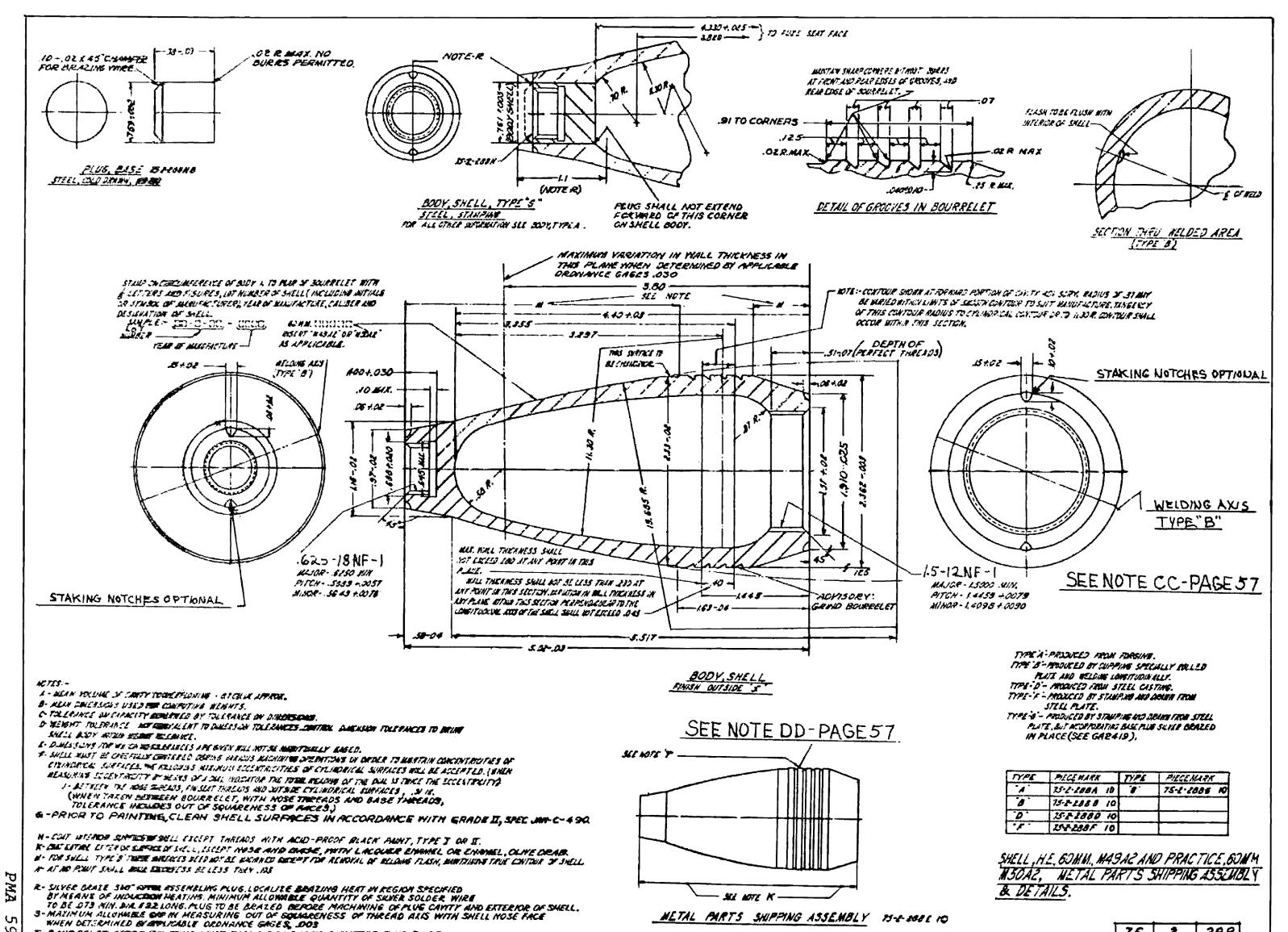
A LINDERLINED DIMENSIONS ARE FINISHED SIZES AND WILL NOT BE SUBSEQUENTLY MACHINED.

B. DOT AND DASH LINES REPRESENT FINISHED SHELL.

C. MAXIMUM PERMITTED ECCENTRICITY BETWEEN SHELL CAVITY AND OUTSIDE SURFACE AT ANY POINT, .O.4 (WHEN MEASURING ECCENTRICITY BY MEANS OF A DIAL INDICATOR, THE TOTAL READING ON THE DIAL IS TWICE THE ECCENTRICITY).

D. IF NAMEACTURER OF FORGING IS ALSO MANUFACTURER OF THE SHELL; DIMENSIONS OF FORGING MAY BE VARIED TO GIVE ALLOWANCES FOR MACHINING AS REQUIRED BY HIM.

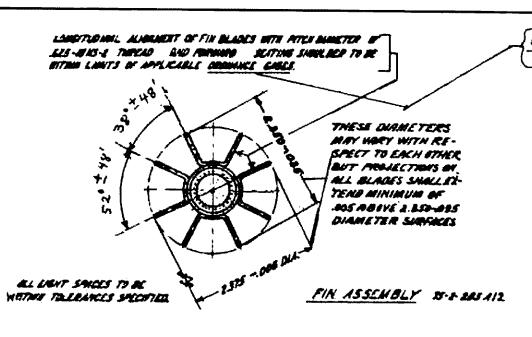
FORGING FOR SHELL, H. E. GOMM. M49A2 AND PRACTICE GOMM.M5QA2



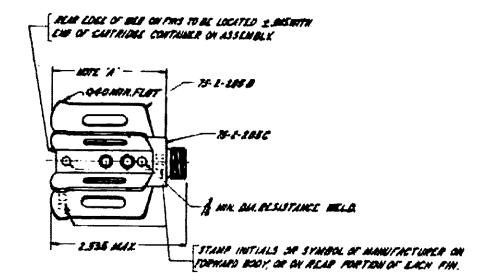
T-BOURRELET AFTER PRINTING MUST PASS A LIGHBLAK DIMMETER RING GAGE.

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METAL PARTS SHIPPING ASSEMBLY 13-4-1081 10



COMPLETED ASSEMBLY MUST PASS THROUGH A 2.375 MAX ID RING GAGE - THIS IS CRITICAL!



MOTES

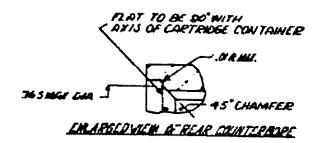
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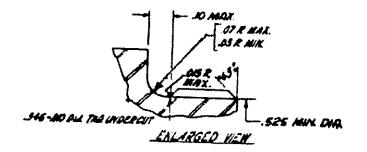
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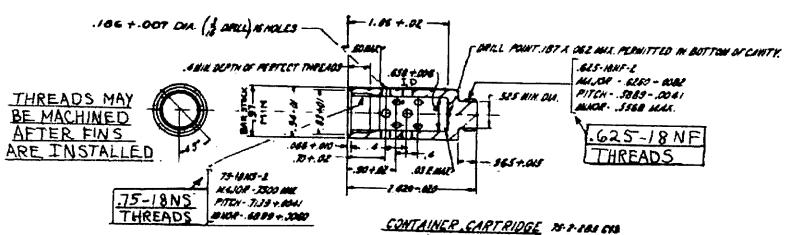
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### NOTE: REFER TO PAGE 23-VOL. TWO / #ONE





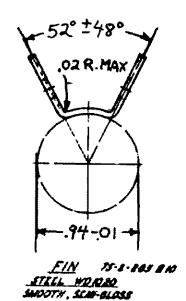


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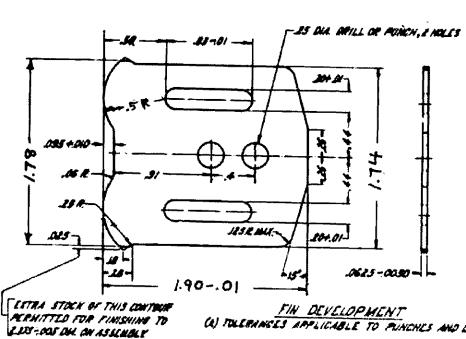
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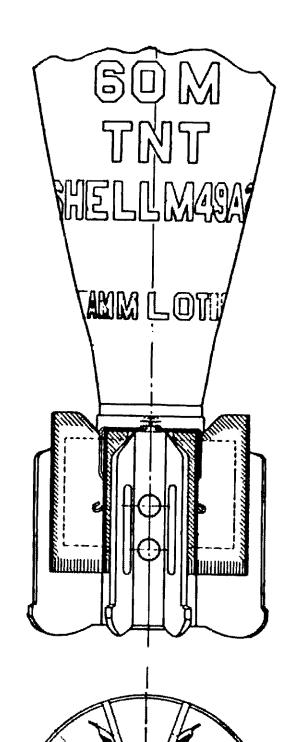
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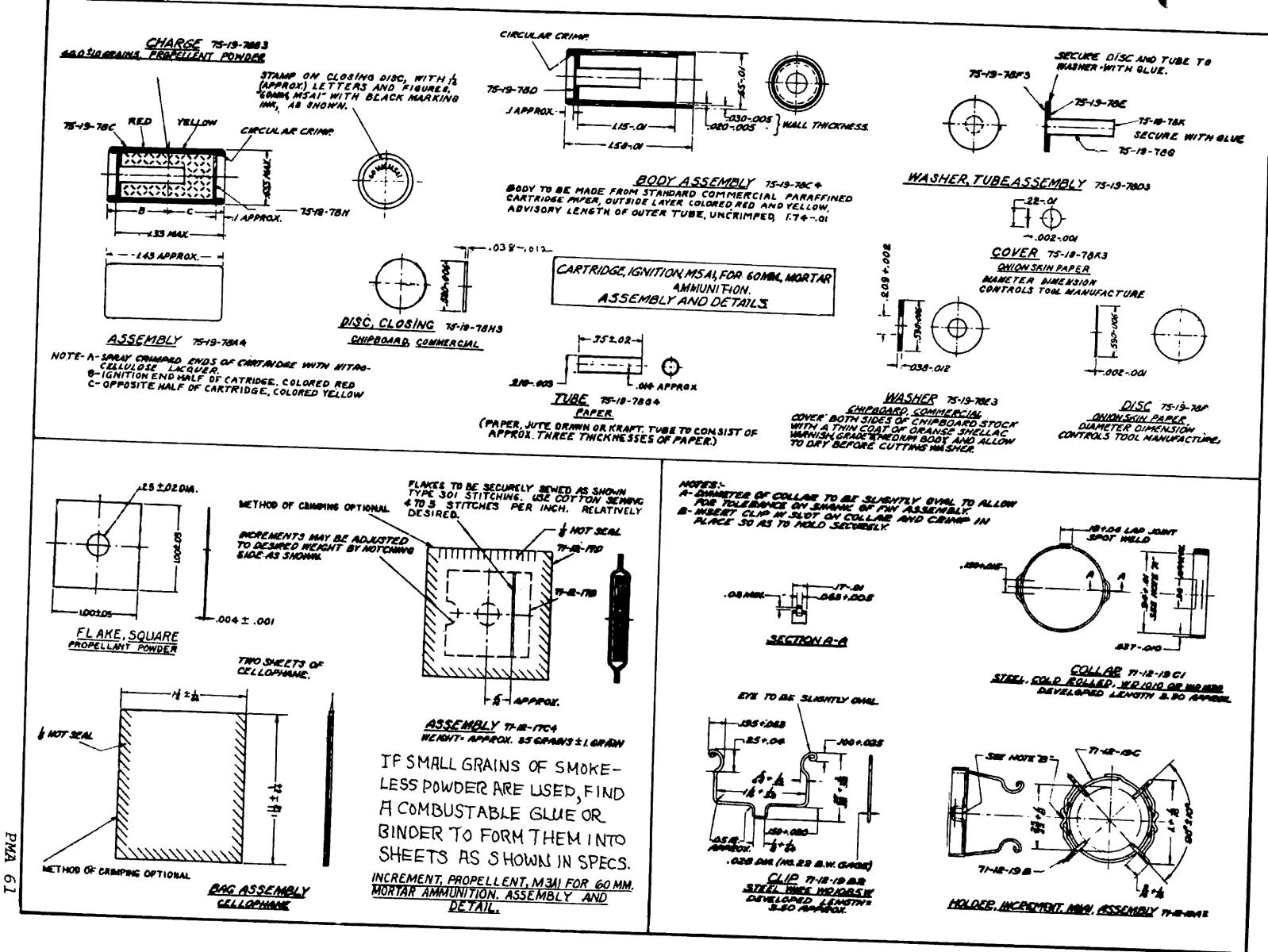
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74-E-49E

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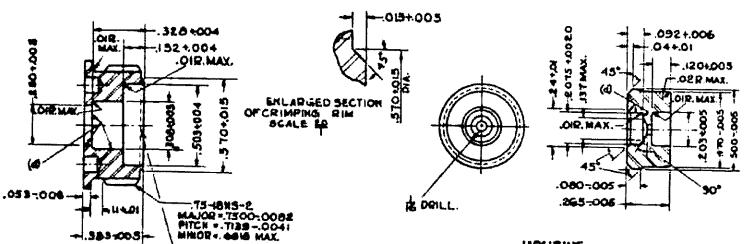
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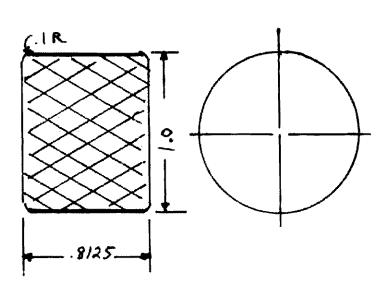
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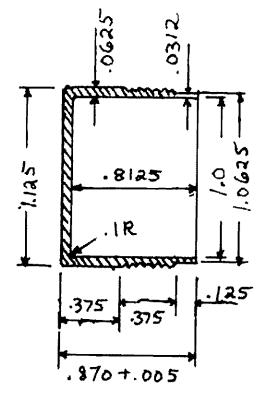
BOOSTER AND DETONATOR ASSEMBLY AND DETAILS 73-1/73-2

TETRYL WEIGHTS ARE GI SPECS

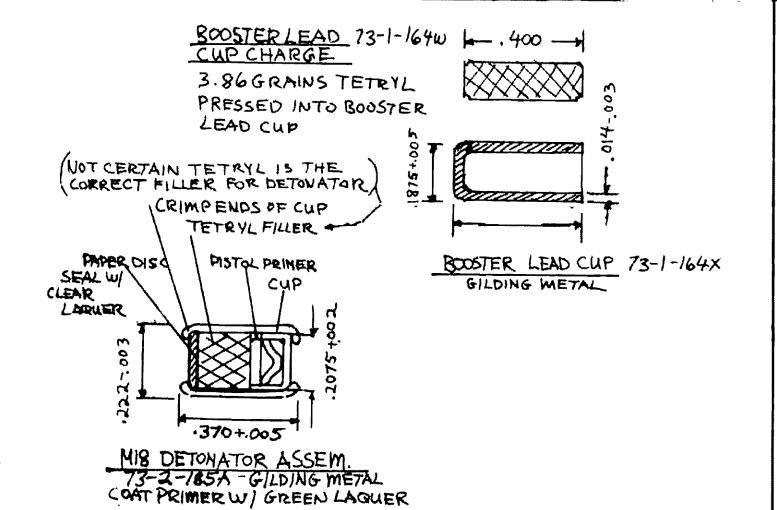
REMAINING SPECS ARE ESTIMATES ONLY

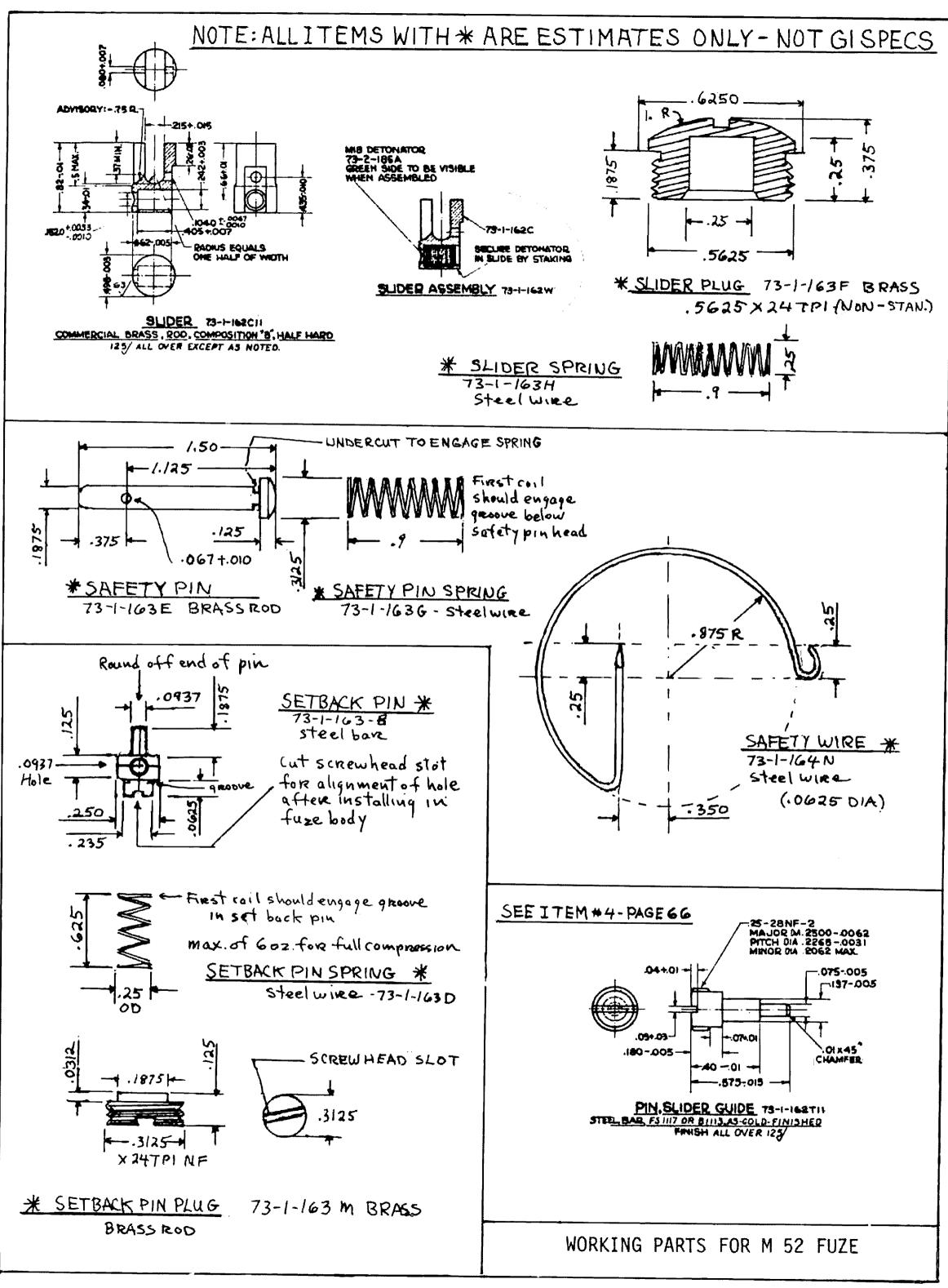


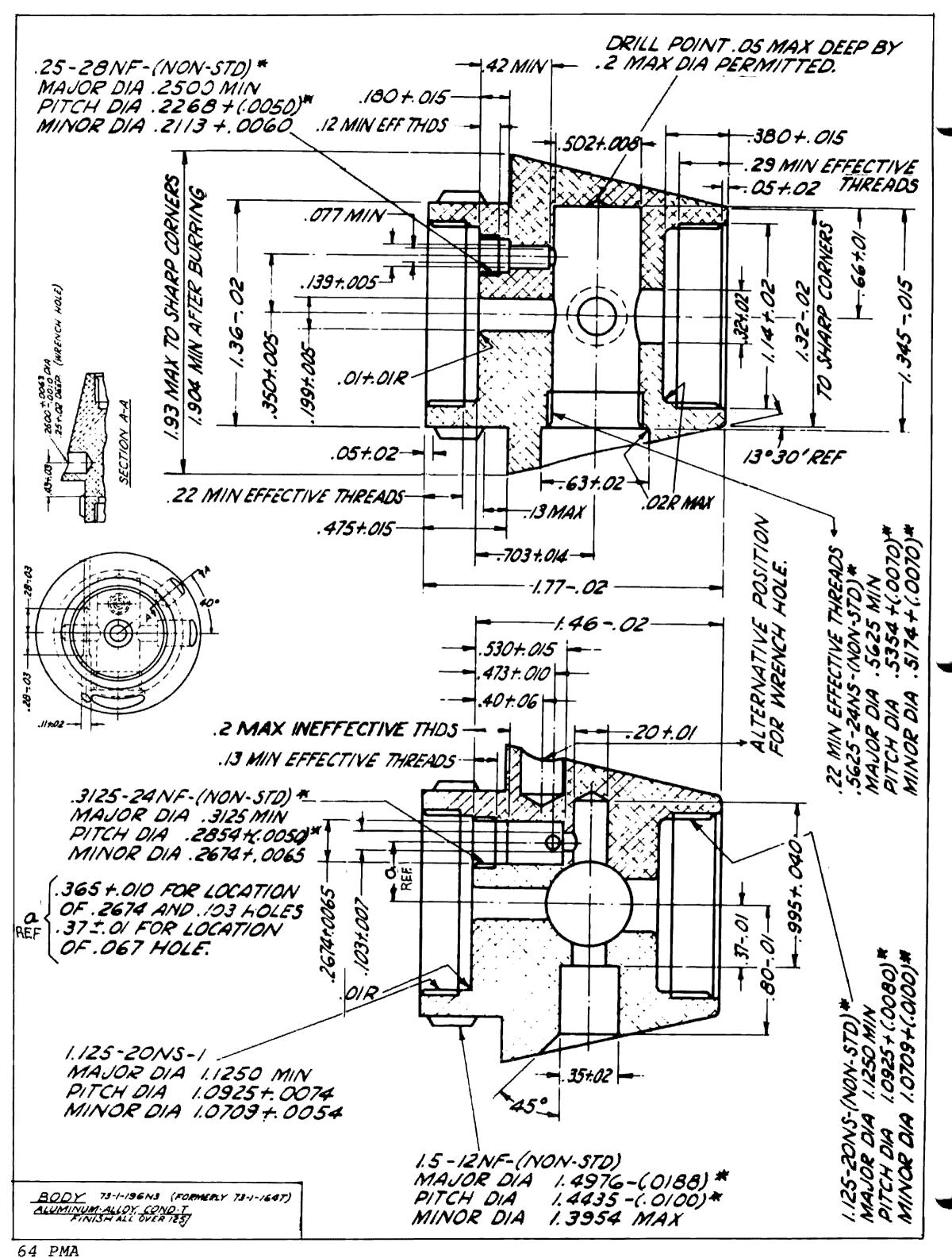
BOOSTER PELLET 73-1-1642 256.0 GRAINS TETRYL PRESS INTO BOOSTER CUP

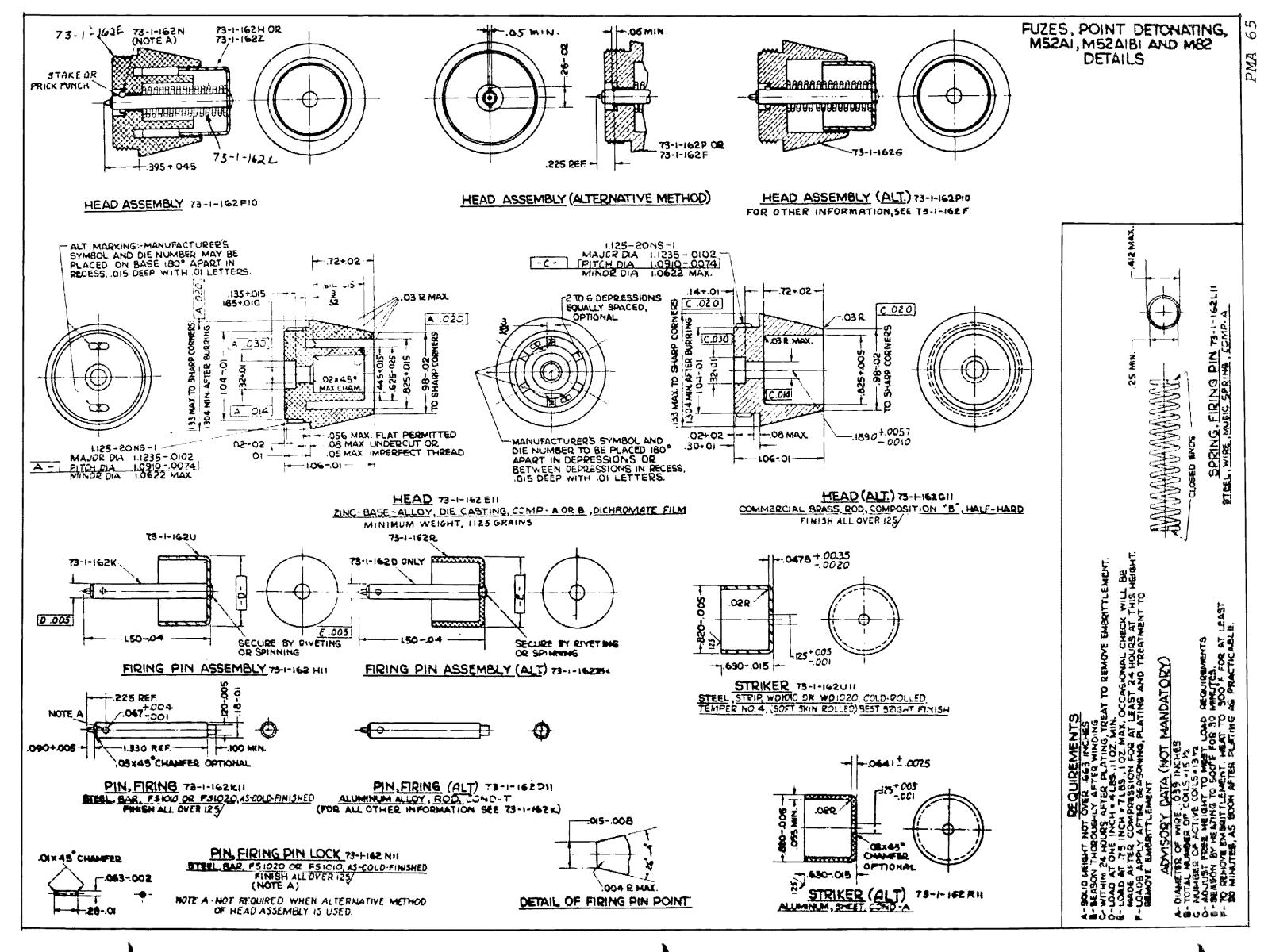


BOOSTER CUP 73-1-164F ALUMINUM BASE ALLOY CASTING

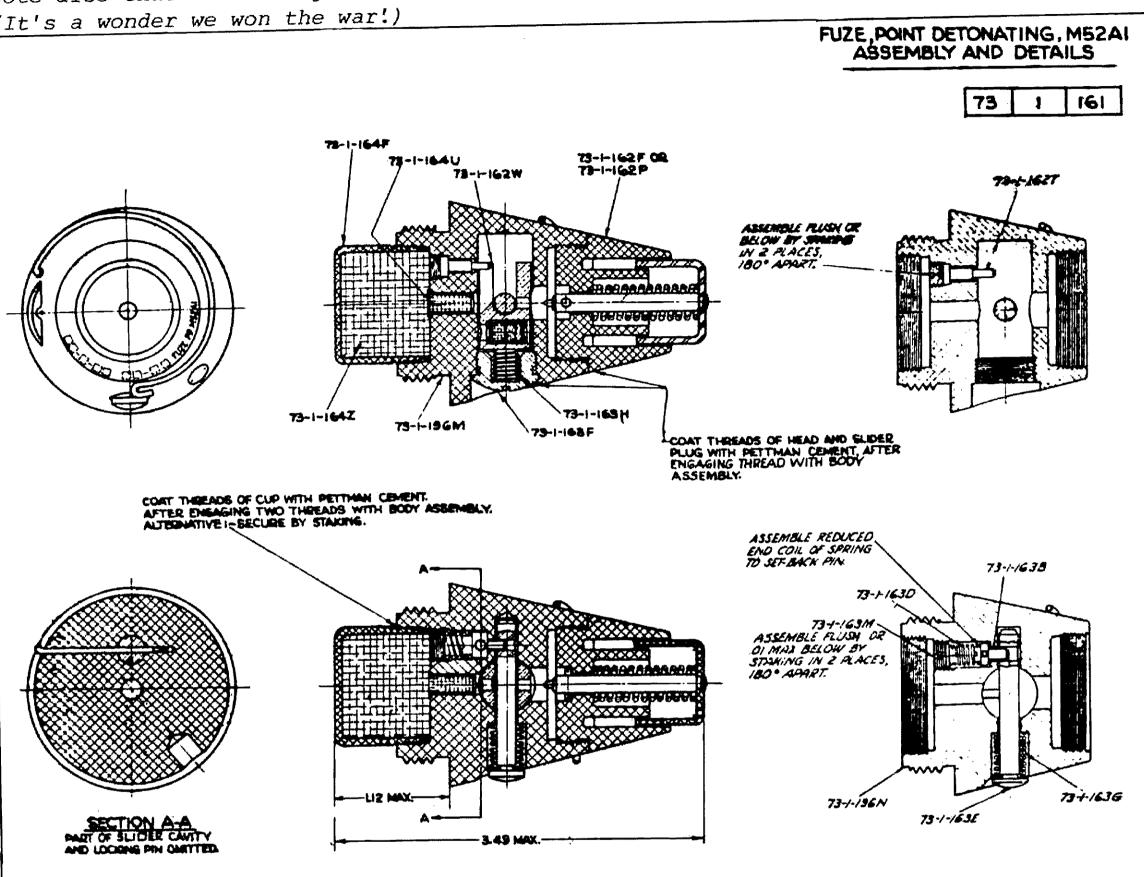








Note: Refer to general info on M52 Fuze, Volume Two, Issue #1,pg.24. The info is reprinted from Army FM-23-85. To avoid confusion, use only the lower illustration when determining the relationship of the various Fuze components. The Army drafts man apparently flipped over the negative on the top illustration, resulting in an inside out drawing. (The Safety Pin, Spring and Setback Pin are on the wrong side.) Note also that the Safety Wire on the lower drawing is installed from the wrong side. (It's a wonder we won the war!)



1. Prior to Fuze assembly, press the Tetryl Booster Lead into position through the bottom of the Fuze Body.

ASSEMBLY TO-HIMAIO

2. Press the Primer/Detonator, green side up, into the hole in the top of the Sli-

der Assembly.

3. Insert Safety Pin and Spring into Fuze Body. Hold them in position until the Setback Pin, Spring, and Plug can be installed, locking the Safety Pin in place. The Setback Pin should be inserted with its hole aligned with the Safety Wire Hole. Install the Safety Wire at this time.

4. Install the Slider Guide Pin through the bottom of the Fuze Body. Note that

this version, (pg.63) is a GUIDE PIN ONLY. The Slider is held in proper firing position by the Slider Spring ONLY.

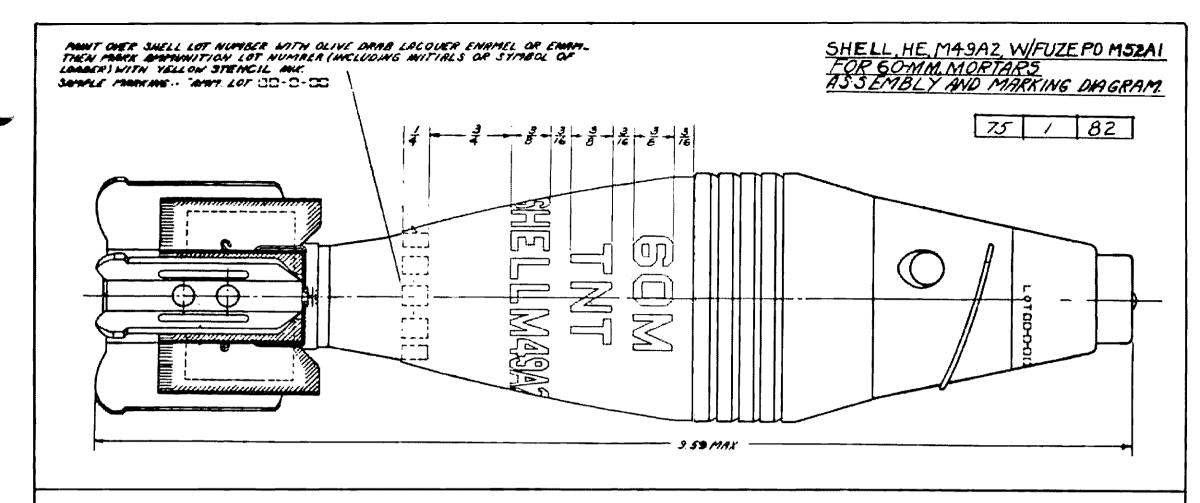
5. Insert Slider, aligning the slot on the bottom with the Slider Guide Pin. Install Slider Spring and Slider Plug.

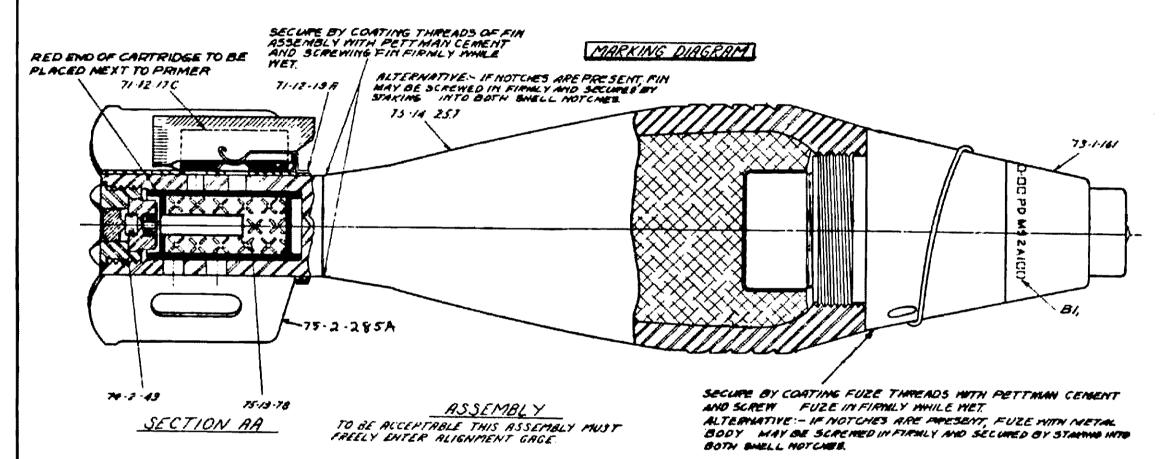
6. Apply permatex to the threads on both the Striker Head and the Booster Cup. Screw both assemblies tightly into place on the Fuze Body.

7. Remove Closing Plug from loaded Shell

Body.

8. Apply permatex to the external Fuze Body threads and screw Fuze Assembly tightly into place w/Fuze Wrench.Staking Fuze in place is optional.



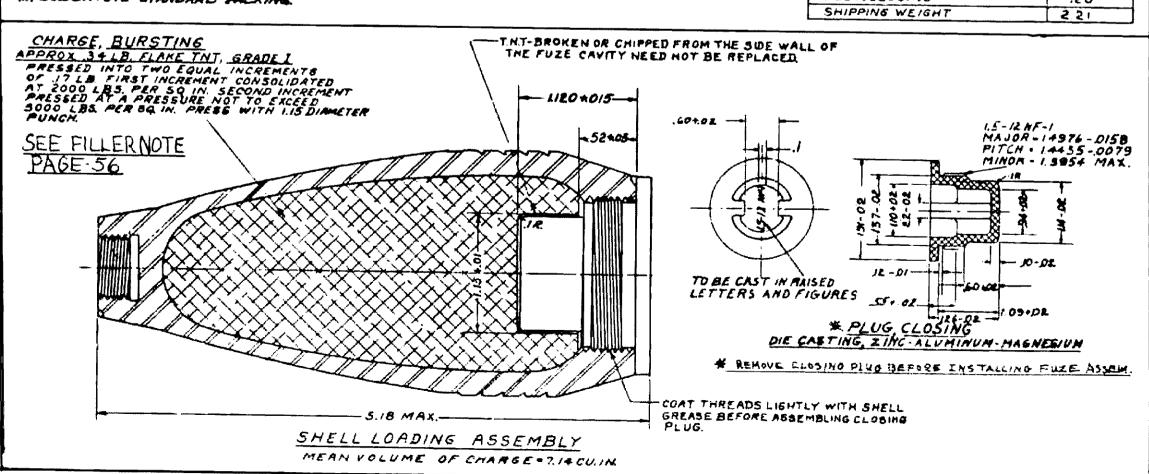


IGN ALTERNATIVE - FUZE FONT DETONATING, MEZAINI (WT -. 45 LES) DRG 73-1-199

E) WHEN MERABLE FUZE IS USED, WT-230 LBS

(E) FOUR REQUIRED, WEIGHT IS THAT OF FOUR.
(F) ALTERNATIVE - ENGMEL GRADET, SPEC JAN-E-74
(G) WEIGHT SHOWN IS WITHOUT SAFETY WIRL, SAFETY PIN AND PROPELLENT CHARGE. (h) BUBBTITUTE STANDARD BACKING

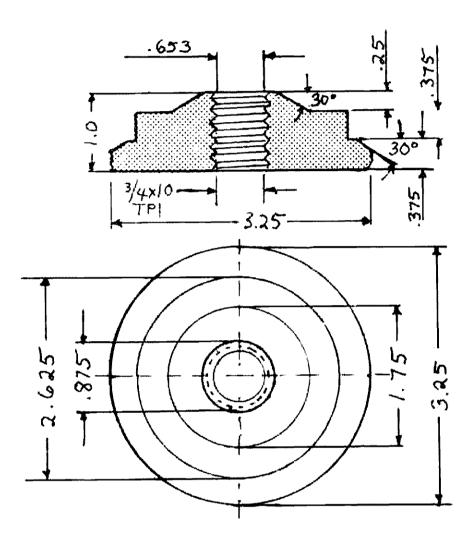
APPROX WEIGHTS	POUNDS
SHELL, EMPTY	1.671.06
CHARGE, BURSTING (TNT)	.3.4
TOTAL WEIGHT, UNFUZED	201
PLUG, CLOSING	.20
SHIPPING WEIGHT	221



## 60mm Mortar part 3 BY CLYDE BARROW

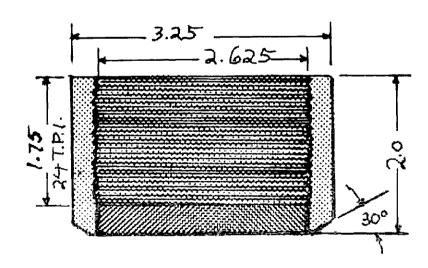
Piece A - Base Cap - Bottom Section - 3.25"ODx1" steel plate

Machine to dimensions shown. Drill a .653" diameter center hole and tap for a 3/4x10 TPI bolt. Grind or machine the two 30° bevels as shown. Top bevel is for fin clearance.



Piece B - Base Cap - Sleeve Section - 3.25"OD x 2.625"ID seamless steel tubing.

Cut to length, square and deburr ends. Cut 24 TPI in the first 1.75" of the inside. Grind or machine the 30° bevel on the bottom edge as shown.



A-B - Assembly

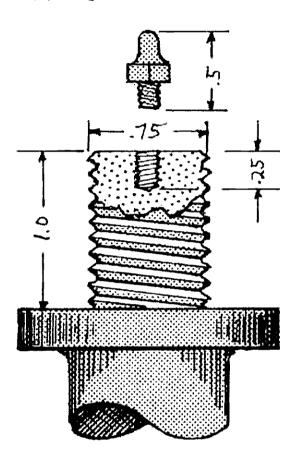
Hammer or press bottom piece into sleeve section. Arcweld 360° around the 60° groove. Grind the weld flush w/sleeve surface. Heat treat or case harden completed base cap if possible.

## **Barrel Assembly**

Piece C - Trailer Hitch Ball - 1.875" dia Ball w/.75" x 10 TPI

- 1.875" dia Ball w/.75" x 10 TPI threaded shaft.

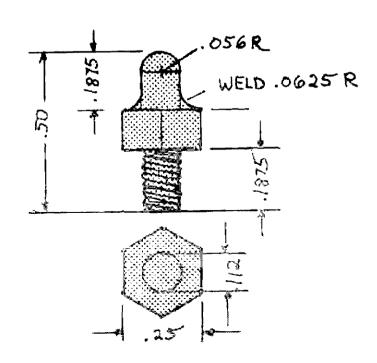
Cut shaft to 1.0" long. Drill .089"dia. hole, .25" deep, in center of shaft end. Tap the hole for a 4-40 screw. If shaft is hardened, spot anneal end before drilling and tapping.



Piece D - Firing Pin

Weld a nut in place on a .5" section of 4-40 machine screw and finish piece as shown. Harden pin by heating until red and quenching in oil (not water). Polish until shiny, reheat until blue and requench in oil. Install firing pin in shaft end of Piece C. Note: Firing pins break, so make several extras. Remove broken pins by unscrewing Ball Assembly from the rear of the Basecap.

Note: Basecap should never be removed from Barrel.

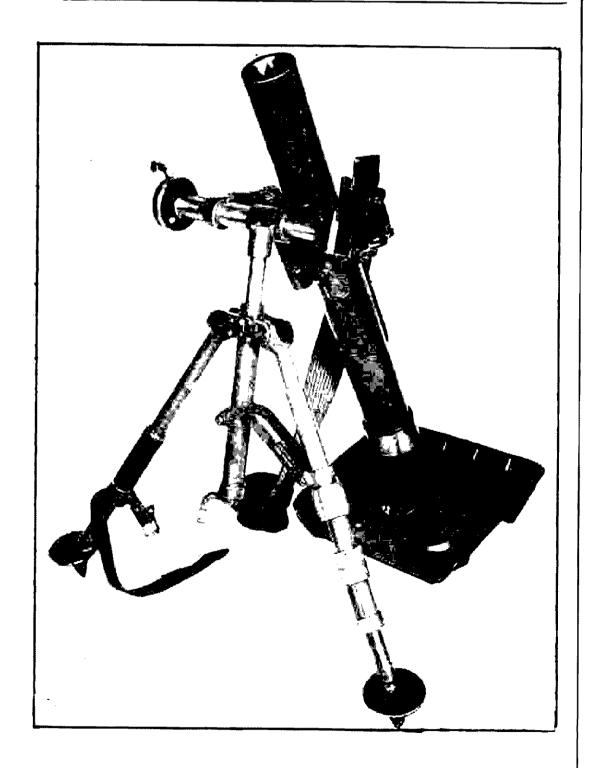


./875R 29.0 2.75-.005-BARREL BASE CAP FIRING PIN ARC WELD -TRAILER HITCH BALL 50 1.875

<u>Piece E - Barrel</u> - 2.75"OD x 2.375"ID x 25.75" long.

Material is cold drawn seamless mechanical tubing or similar high quality seamless steel tube. Use an inside micrometer and an auto engine cylinder hone to enlarge and polish the bore to 2.38"+ .005". This is CRITICAL and is the most important operation of the entire project. Inside mikes and cylinder hones are available from local equipment rental shops. Cut the tube to length, square and deburr ends and crown the muzzle (.1875" half round). Thread 1.75" of the base end of the barrel w/24 TPI outside threads. Heat treat or case harden the finished barrel if possible. This will increase strength and reduce wear. Screw the barrel into the basecap (assembly A-B).Paint the outside of the completed assembly w/ olive drab enamel.

— Note: Do Not Paint the Inside of Barrel!



Barrel Cover - Carrying Strap

This assembly consists of a leather cap that resembles the dice cups used in bars, a canvas and leather strap and a

steel clip. New GI Surplus cover assemblies are available from: S & R Co., RD 2, Box 71, Arkport, New York, 14807. Price is \$1.00 plus shipping. 60mm Mortar /part 4

Baseplate, Bipod & Collar/Buffer Assembly

INTRODUCTION

Unlike the GI specs for shell and barrel production featured in Issue #2, the following part designs and dimensions are derived from several sources and are simplified for ease of construction. You should consider these designs as general outlines only. Each builder will undoubtedly find different materials and specs more suitable for one or more pieces.

The fifth and final section of this series, with all remaining building info will appear in Issue #4.

SECTION ONE - General Parts Descriptions

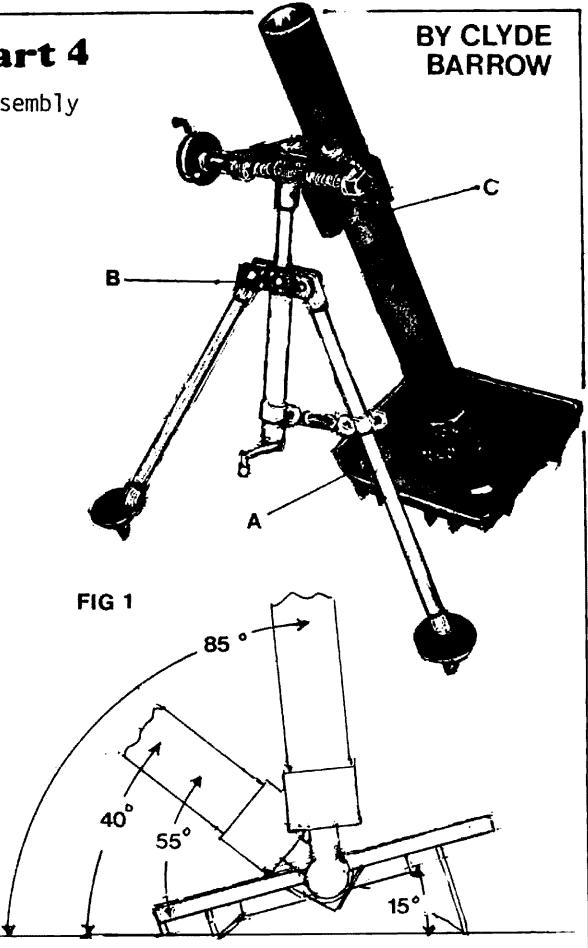
A. Baseplate

The baseplate is a sheet metal platform, 12" wide and 10" long. The front edge rests on the ground, while the rear is elevated approximately 15°. The plate intersects the barrel at 55° to 90°, depending upon barrel elevation. (see fig. one)

The upper surface of the baseplate's center is a recessed socket with a latching collar to accept and retain the round base of the barrel, which is free to pivot in all directions. When in use, the barrel may be adjusted vertically from 40° to 85°. Transverse or horizontal movement is 5" total, or 2.5" left or right of center, as measured at the transverse mechanism. The underside of the baseplate is fitted with four triangular feet that dig firmly into the ground to stabilize the mortar under fire. The front edge carries an additional row of four smaller feet that aid in stability. The four main feet, as well as the central socket area, are tied together and reinforced with several gussets and braces.

B. Bipod

The bipod consists of two folding tubular steel legs, hinged at the top and fitted with spiked feet at the bottom. The feet are provided with wide discs to prevent them from sinking into soft or muddy ground. The leg hinges are attached to the ends of a clevis joint to allow adjustment for initial leveling of the

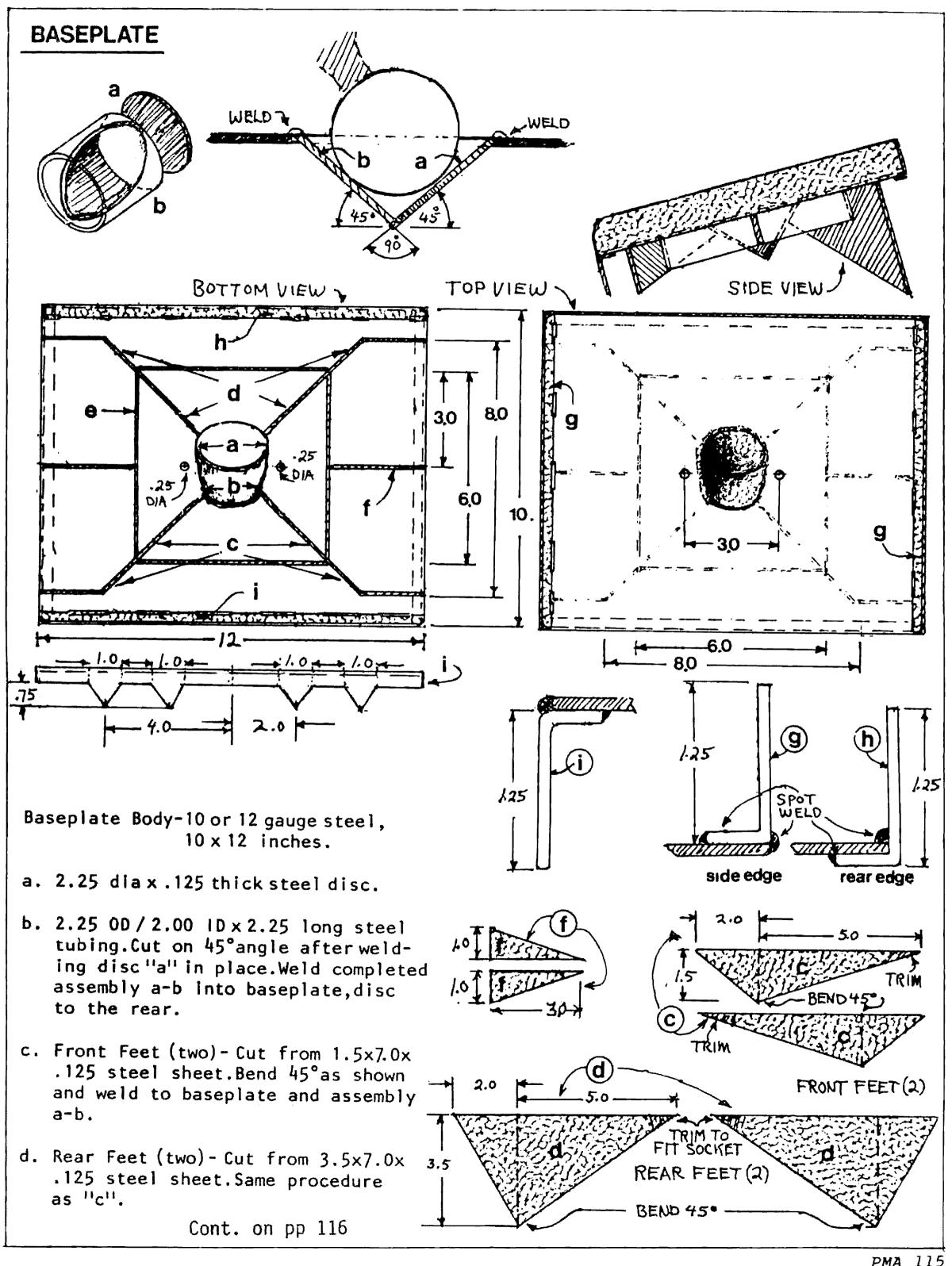


sight assembly when firing on uneven ground. Adjustment is made via a turn-buckle assembly which links the elevation tube to the left bipod leg. Crank operated screw mechanisms are provided for both vertical and transverse fine adjustment.

C. Clamping Collar-Buffer Assembly

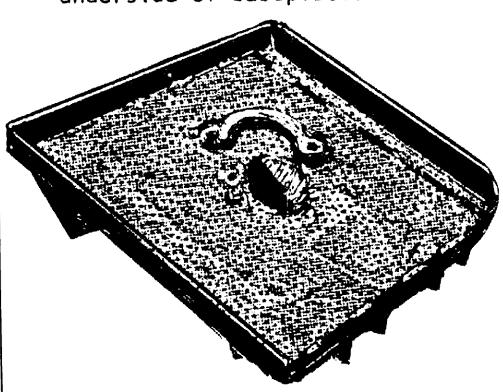
This mechanism serves to join the bipod to the barrel. The assembly consists of an upper hinged barrel collar and a lower saddle section which houses the two buffer or shock absorber mechanisms.

The upper ends of the buffers attach to recesses in top section (yoke) of the bipod. The buffers prevent barrel recoil from misaligning or damaging the bipod assembly. This feature may be omitted if desired, as several examples of WWII mortars were produced with a rigid bipod/barrel connection.

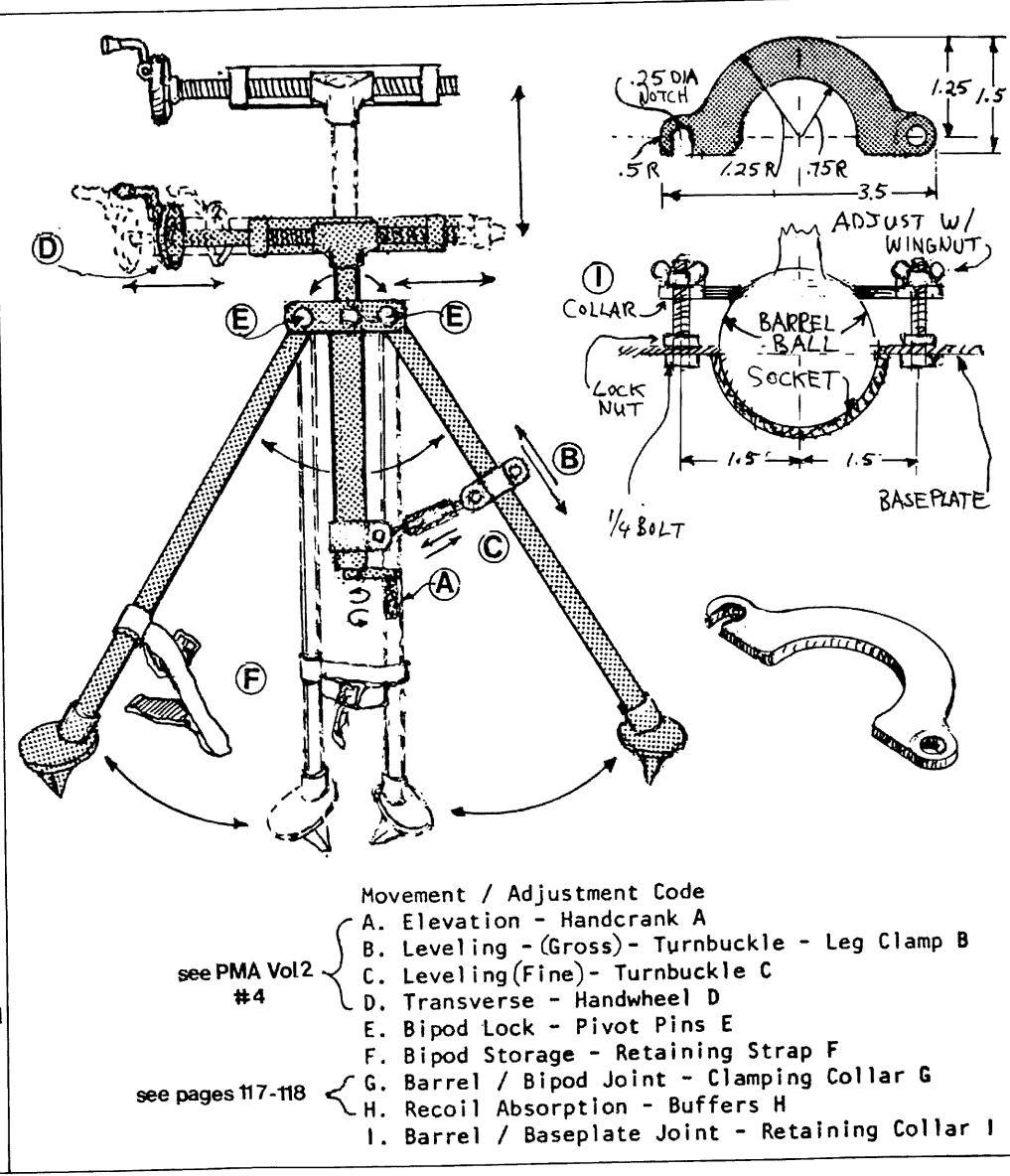


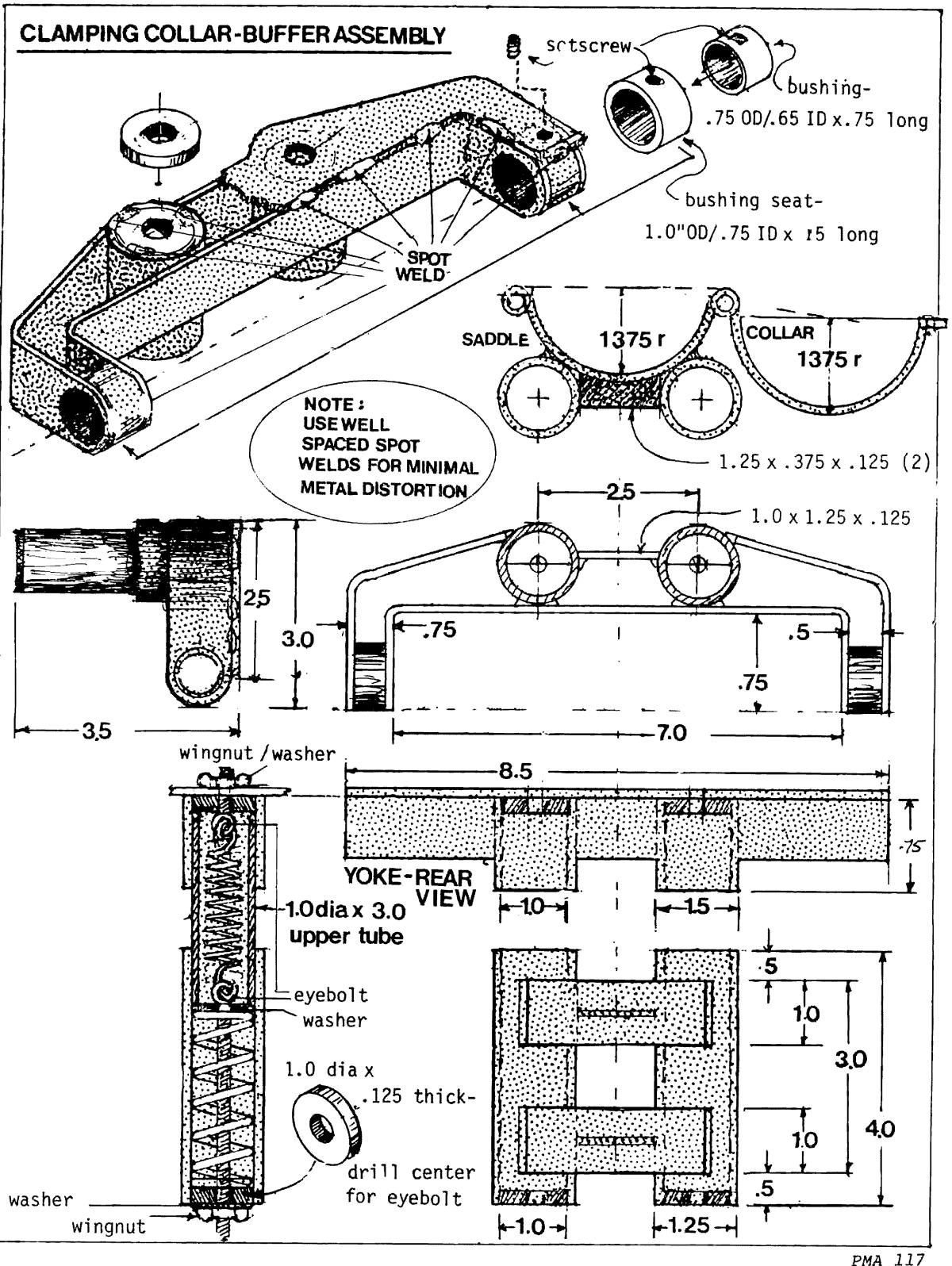
## Baseplate-Cont. from pp 115

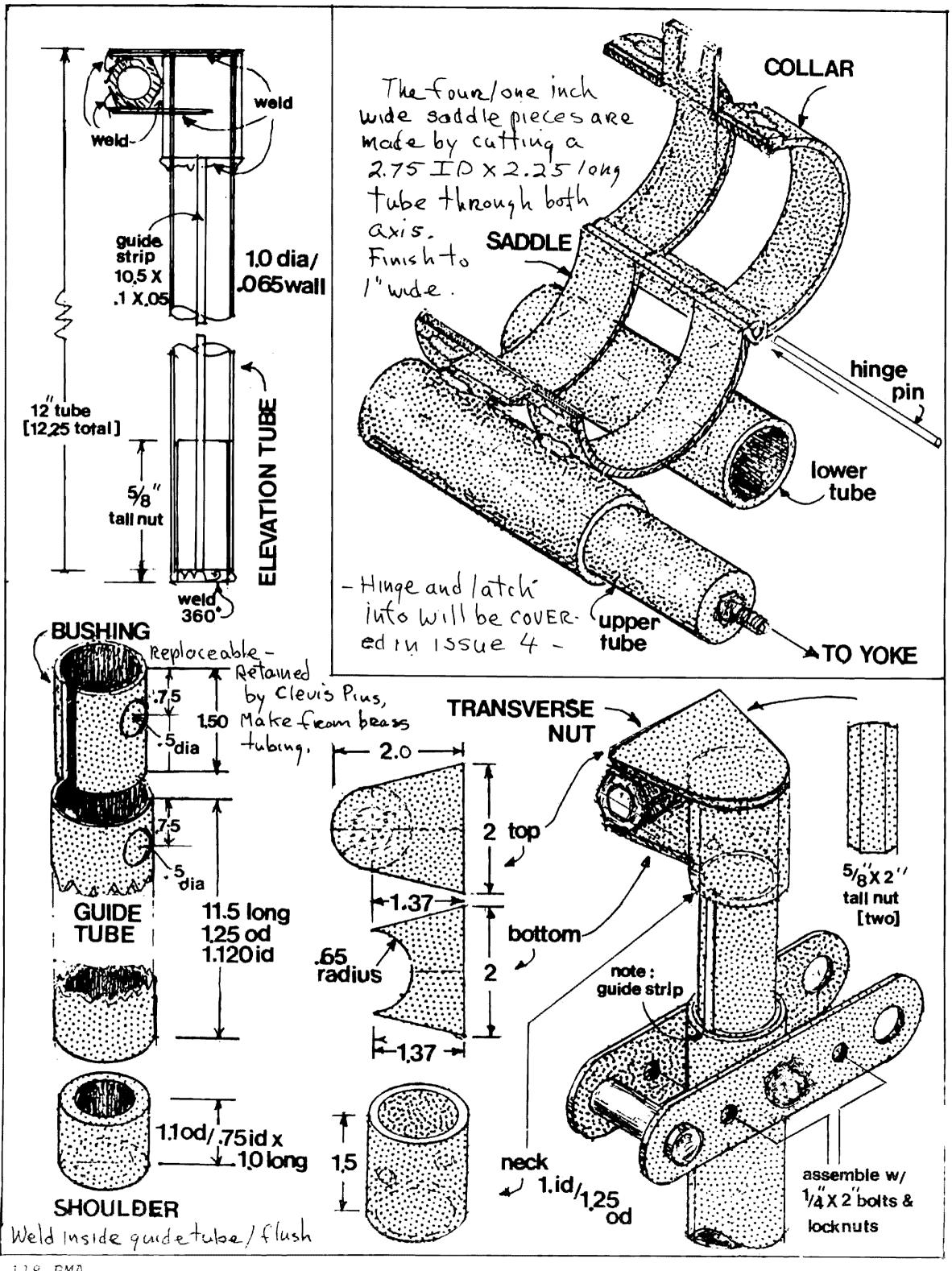
- e. Brace (four) 1.0x6.0x.125 steel sheet. Weld between legs to form a 6.0x6.0 box. Weld to both sets of legs and underside of baseplate.
- f. Brace (two)-1.0x3.0x.125 steel.
  Weld to the two side pieces
  "e" and to underside of baseplate
- g. Rim/Sides (two)-1.25x.50x10. Weld to top of baseplate.
- h. Rim/Rear (one)-1.25x.50x12. Weld to underside of baseplate and to rear edges of g. Round off front edges to .50 r.
- i. Front Edge/Small Feet-1.25x.5x12.
  Make cut-outs to form four feet
  as shown. Weld completed unit to
  underside of baseplate.

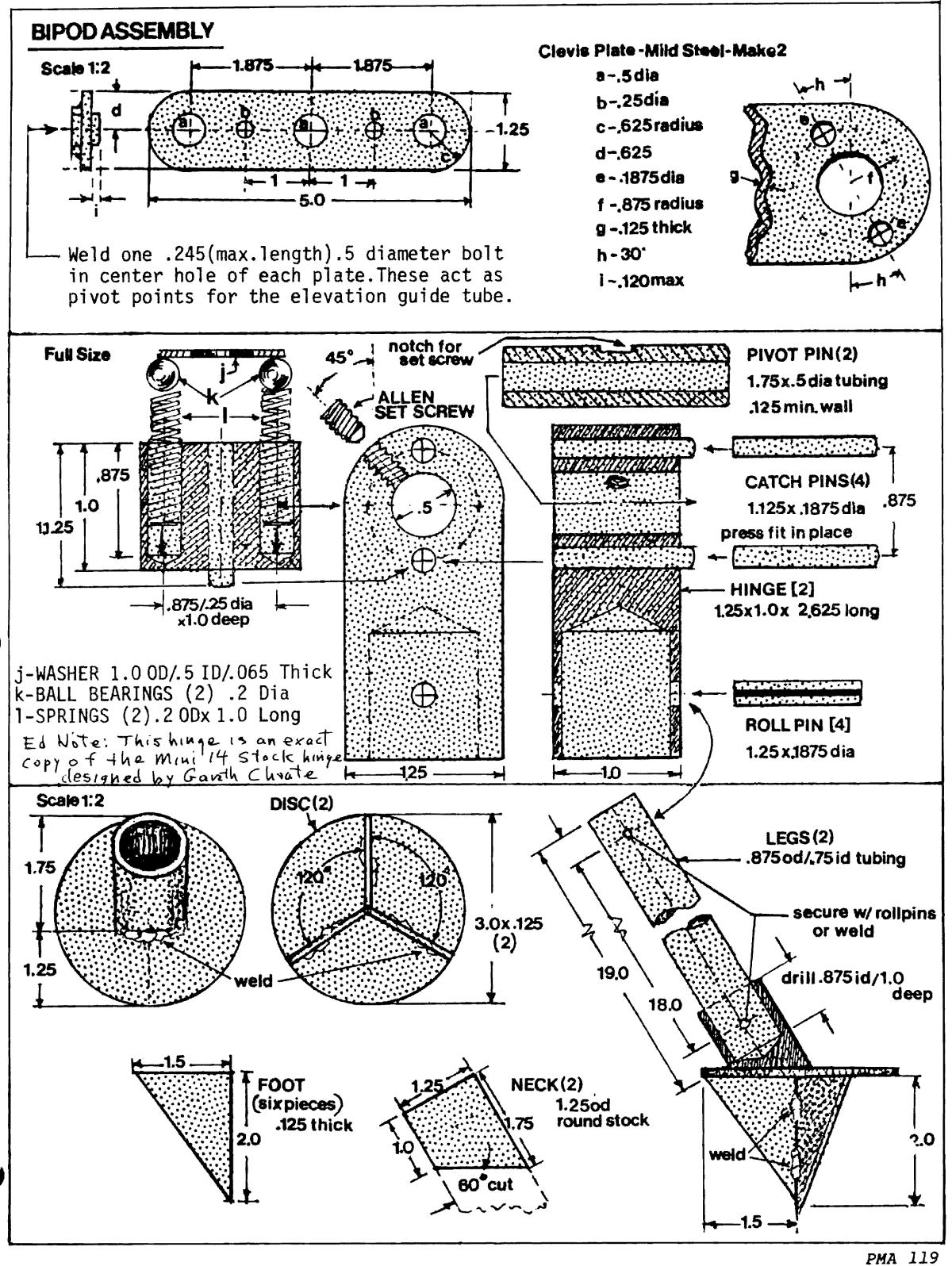


NOTE: Additional braces may be added if desired. Baseplate may also be produced as a one piece aluminum casting. Make pattern from .1875 to .25 thick styrofoam sheet. (see pg. 120)









## 60mm Mortar part 5 by Clyde Barrow

#### I Introduction

This final segment of the 60mm Mortar series will cover the following areas:

Section II Completion of the bipod and collar assemblies.

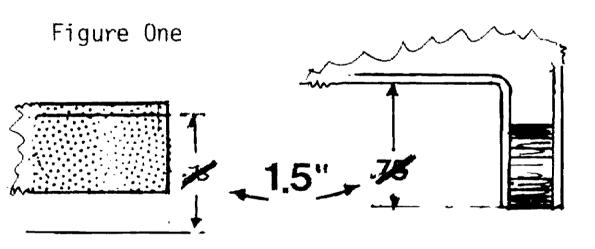
Section III M-4 Mortar sight.

If you intend to build a 60mm Mortar you should obtain a copy of the Army manual which contains complete info on setup, aiming, firing and maintenance.

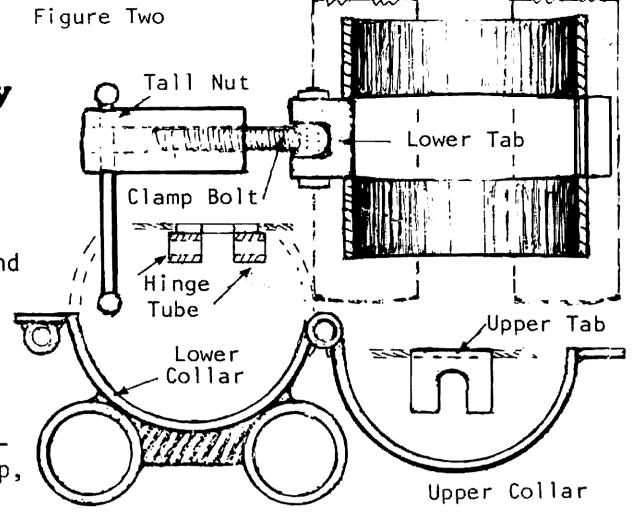
US Army FM 23-85, 60mm Mortar. \$5ppd. Available from: Arm & Merchant Books, 1210 J Street, Modesto, CA 95354.

This firm also carries firing tables, plotting charts and similar data related to the 60mm Mortar. Contact them for more info and prices.

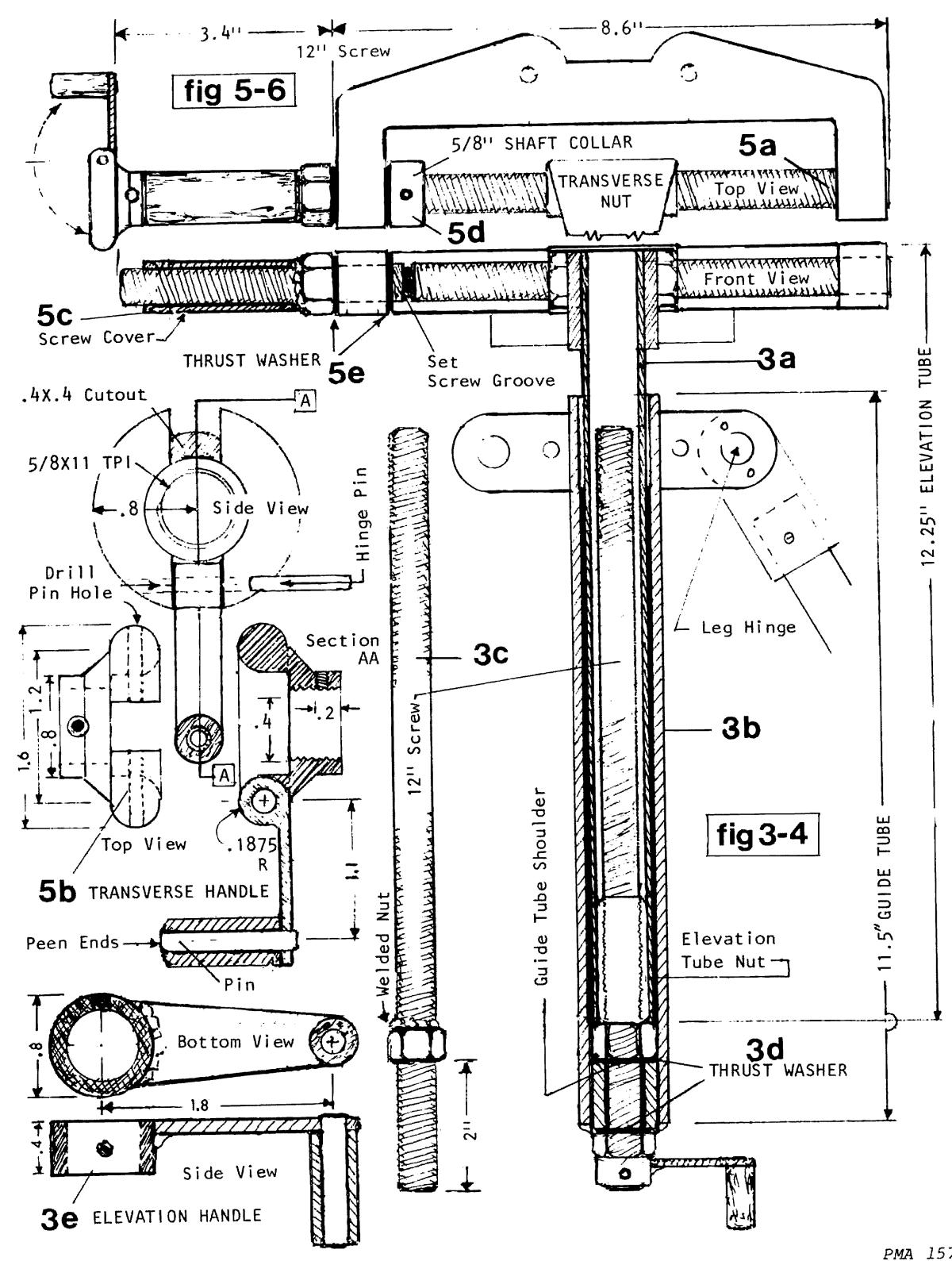
Please note the two corrections marked in Figure One. The area shown is from the right side of the section on building the yoke/ PMA Vol.2 page 117. Ed.



- II Completion of Bipod and Collar Assemblies.
- 1.-Saddle Collar Latch (See Fig.2)
- a. After hinging the two collar halves as outlined in Issue 3, weld one .75"x1.0" slotted tab to each half of the collar.
- b. Weld two hinge tubes to the bottom edge of the lower tab.
- c. Weld a third hinge tube to the bottom of the clamp bolt.
- d. Assemble hinged bolt to the lower collar assembly.
- e. Construct and install the "tall" nut as shown in Fig. 2.



- 2.-Elevation Mechanism (Cont. from PMA Vol.
  2/ page 118)
  - -Individual Parts Specs (See Fig.3)
    - a. Elevation Tube: 1.0"OD .065 wall X 12" long (see Vol.2 pg.118).
    - b. Guide Tube: 1.25"OD .065 wall X 11.5" long (see Vol.2 pg.118).
- c. Elevation Screw: 5/8" threaded rod (5/8 NC X 11 TPI) X 12" long. Weld a 5/8" nut in place on the screw with 2" of thread exposed beyond the nut.
- d. Thrust Washers (2): .65"ID/1.0"OD. Washers may be fiber or nylon, approximately .1" thick.
- e. Elevation Crank: 5/8 NC threads.
  You may modify an existing crank or build one from scratch as shown in Fig.3. Crank can be secured with a set screw, pin or jam nut.
  - -Final Assembly (Fig.4)
- a. Turn elevation screw into the lower end of the elevation tube.
- b. Drop thrust washer into the guide tube. It should come to rest on the top of shoulder welded into the tube's bottom.
- c. Align guide strip on elevation tube w/guide slot in the top bushing of the guide tube. Slide elevation tube down into the guide tube until it rests on the thrust washer.
- d. Install a **se**cond thrust washer and the elevation crank on the screw protruding from the bottom of the guide tube.
- e. Elevation tube should move up and down freely when crank is turned. Be sure to apply grease to all surfaces before assembly.



3.-Transverse Mechanism (See Fig.5)

-Individual Parts Specs

a. Transverse Screw: 5/8" threaded rod (5/8 NC X 11 TPI) X 12" long.

Weld a 5/8" NC nut in place on the screw with 8.6" of thread exposed. File a groove for shaft collar installation. Groove location is determined after test fitting the screw in the yoke assembly.

b. Handwheel: 5/8"NC threads.

Modify an existing handwheel or build one from scratch as shown in Fig.5. (Folding handle is optional).

c. Sleeve: 5/8"ID metal tube.

Cut to length to fit over screw between the yoke and handwheel assemblies. (Non-functional/serves as a thread cover only.)

d. Transverse Screw Retainer:

Use a commercial 5/8"ID shaft collar. Collar is secured in place w/set screw that fits into a groove cut in the transverse screw.

e. Thrust Washer (2): Same as used in Elevation Screw Assembly. (II2d)

-Final Assembly (See Fig.6)

- a. Slip one thrust washer over the end of the transverse screw.
- b. Insert screw through the bushing in the right leg of the yoke assembly.
- c. Slip on a second thrust washer followed by the shaft collar.
- d. Turn the screw into the nut on the elevation tube. Continue to turn until the tube is about centered on the screw.
- e. Feed the screw into the bushing on the left leg of the yoke assembly. Continue

until the outer thrust washer is flush against the outside of the yoke assembly.

f. Slide the collar into position and mark the screw for cutting the groove. When groove is cut, secure the collar in place.

Additional washers may be used to take up any side play in the finished assembly.

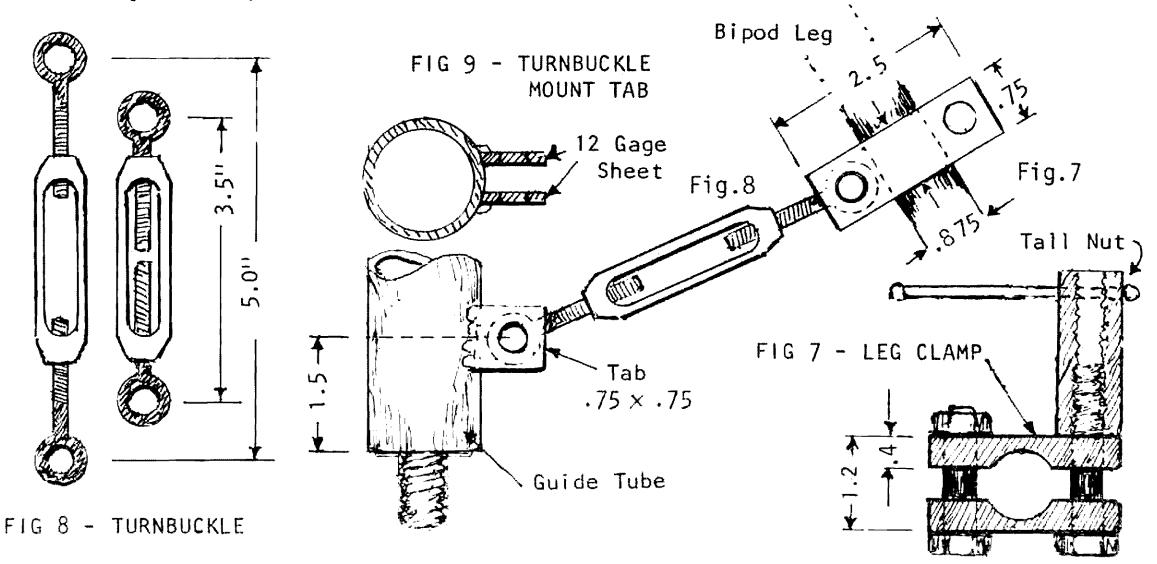
- g. Install sleeve and handwheel on outside of screw assembly.
- h. Transverse nut should move freely on screw when wheel is turned.
- 4.-Coarse/Fine Leveling Adjustments Fig. 7

a. Leg Clamp (Coarse Adjustment).

Construct clamp from a block of aluminum as outlined in Fig.7. Finished clamp should hold firmly when tightened and should slide freely when loosened. Secure clamp to bipod leg w/same screw and "tall" nut shown in Fig.2.

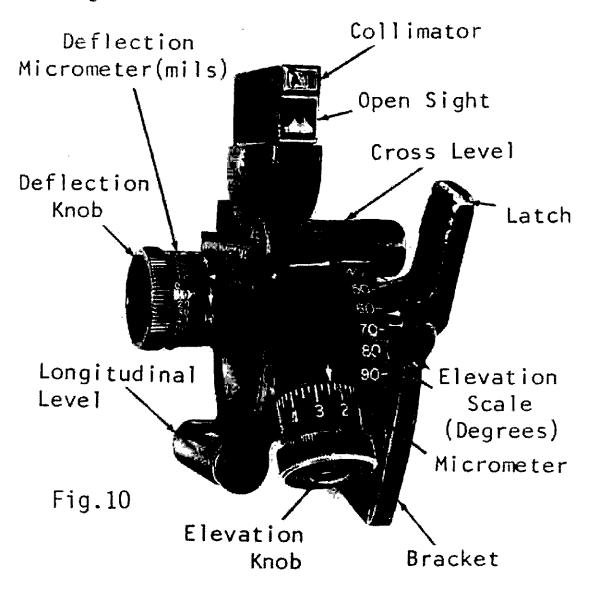
b. Turnbuckle (Fine Adjustment) Fig.8
Use any commercial turnbuckle that
measures about 3.5" closed and 5" when extended. Secure one end to the leg clamp
and the other to the tabs on the elevation
tube.

c. Turnbuckle Mount Tabs Fig.9
Cut two .75" square tabs from 12
gage steel sheet. Drill one mount hole
through the center of each tab. The outer
edges of the tabs can be ground to a .375"
radius if desired. Weld the tabs to the
elevation tube with the mount holes about
1.5" from the tube bottom. The space between the tabs should be sufficient to
allow insertion of the turnbuckle eye plus
two washers.



## III The M-4 Mortar Sight Figure 10

The aiming/firing system for the 60mm Mortar is based on the mil. This system, described in detail in the field manual, is too lengthy to cover here except in the most general terms.



Horizontal sight movement is based on the circle (360°) which is divided into 6400 mils. One degree = approx 17.78 mils. The M-4 sight moves 150 mils (approx 8.4°) both right and left of center. The total horizontal movement or deflection is 300 mils (approx 16.8°). The adjustment dial has click stops at 5 mil intervals. Each click moves the sight approximately.28°.

Vertical movement of the M-4 sight is measured in degrees of elevation. The elevation dial moves the sight .25° per click, 4 clicks = 1°. Elevation adjustment ranges from 40° to 90°.

Two levels are mounted at right angles on the sight base. These aid in leveling the mortar/sight assembly when aiming.

The M-4 sight fits into a dovetail mount on the left leg of the yoke assembly.

The viewer on top of the sight may be moved up and down by hand to bring it in line with target.

You may be able to find a usable M-4 sight at a gunshow or surplus store for about \$15. Several mailorder science supply houses used to carry the M-4 sight in the early 1970's, but they are apparently no longer available.

Vehicle Armor (Cont.from pp.132)

## IV - Recently Developed Armor Materials

## B - Flexible (Soft) Armor

DuPont Kevlar yardage can be used in a variety of vehicle armor applications.

## 1. Stationary Pads

These are used under door panels, seat backs, headliners and carpeting. The pads are considered permanent and are removed only for maintenance.

Construction of armor pads is fully outlined in section on Body Armor.

## 2. Body Cavity Filler

Kevlar remanents can be stuffed into odd shaped body recesses such as window/ windshield pillars, front/rear quarter panels and under the dashboard. These pieces should be packed into the space as tightly as possible and held securely in place. Care should be taken to insure that the armor filler doesn't interfere with any mechanical functions of the vehicle.

### 3. Removable Pads

If the vehicle needs to be armored only at certain times, or if additional protection is needed for a vehicle that is lightly armored, removable armor pads can be used. These allow for quick installation and removal, as well as eliminating the need to remove the upholstery and carpet for installation.

Armor pads can be designed to hang over the inside of car doors, drape over seat backs or even hang from the tops of door frames to serve as removable window curtains. Pads should be enclosed in canvas or cotton duck covers to add stability and prevent dirt and abrasion damage.

To simplify armor placement, grommets or quarter-turn fasteners (female half) may be installed around the perimeter of the cover.

A large blanket type armor pad can be folded and kept in the vehicle. This may be wrapped around the target's body when protection is needed, both in the vehicle and when moving from the car to a building.